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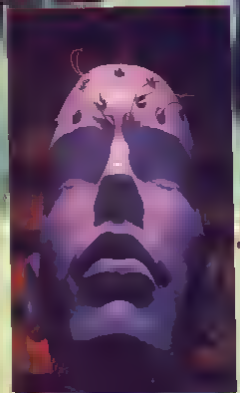

EXCLUSIVE-INFESTATION

CRACKDOWN SET TO KILL?

CU APRIL

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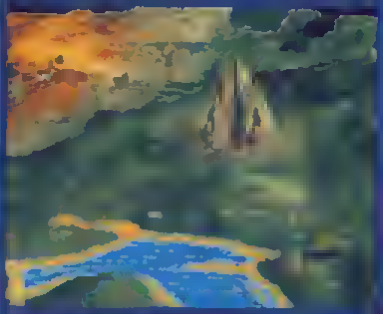

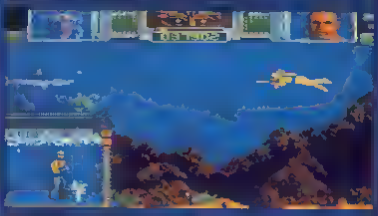

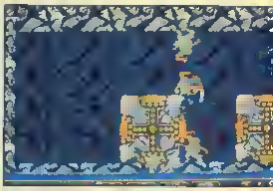

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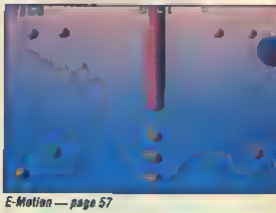

E-Motion — page 57

Quite a melting pot this month, from the New Age — *E-Motion* — to the cryptic bloodsport — *Cyberball*. Joysticks plugged in, the verdicts are out ...

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Editor — Steve James, Staff Writer — Mem Patterson Art Editor — Elaine Bishop Advertising Manager — Tom Glenister Sales Exec — Tina Zanelli Classified/Production Manager — Remai Salih Publisher — Graham Taylor Editorial/Advertising — 01-251 6222.

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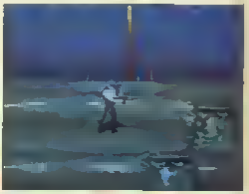
BUZZ

WOMBLES SIGN

Again Again have scored a major coup by securing the onscreen services of those ecologically-minded South Londoners The Wombles The lovable litter-gatherers are currently the subject of renewed interest with their recruitment by the Tidy Britain group to help publicise Spring Clean Day (March 30th) and Tidy Britain Year and with the announcement that in keeping with the current interest in "green" issues Central Television have commissioned two half-hour womble specials The first of these will be screened this summer and will feature Orinoco Great Uncle Bulgaria Bungo and Tobermory cavorting rather further afield than previously (apparently one of their trips will take them to visit a cousin in the Brazilian rain forests!) *The Wombles* will be ready for your Amiga this June

Q'EST QUE C'EST?

Just why have we seen fit to print a pic of well known mad genius and chief Talking Head David Byrne? Well for one thing CRL have just announced the impending release of a spooky your car is broken down-miles-from-civilisation-and-there's-a-madman-loose-fantasy-role playing-ish thingy called by total coincidence *Psycho Killer* which is as any fool knows the name of an utterly brilliant and deranged Talking Heads single of a few years back And for another a nice man at Warner Brothers Records has very kindly offered to donate five copies of Mr Byrne's very wonderful new album which sees him come over all Latin-American and goes by the name of "Rei Mondo" to the first five CU readers to have their name drawn from Tony Dillon's sweaty biker boot (entries to *Psycho Killer* Compo Commodore User Priory Court 30-32 Farringdon Lane London EC1 3AU) What more reason do we need?



OCEAN GET NARC-Y?

Ocean Software are rumoured to be front runners in the race to sign the controversial coin-op *Narc* This charming Williams arcade game pits you against an unscrupulous gang of drug traffickers whom you do away with in a variety of graphically gory ways (for instance, when you destroy a helicopter-load of baddies, charred dismembered limbs rain down on the highway) But as yet no deal has been signed according to an Ocean spokesperson Nevertheless it does seem certain that *Narc* will be featured on your local softshelves before long — it'll be interesting to see how the eventual licensee's lucky marketing department handle this little number!

MIRRORSOFT SEE RED

Mirrorsoft have just acquired conversion rights to best-selling novel "Red Phoenix" written by Larry Bond (who with Tom Clancy co-authored "Red Storm Rising") Having spent eighteen weeks on the New York Times Bestseller List "Red Phoenix" which tells the story of

a second Korean war will no doubt fare similarly well with fans of military sims Bond is himself considered to be one of the world's leading experts on military simulations and has previously worked with board games and computer sims when not churning out literary masterpieces

OCEAN POSSESS TOTAL RECALL

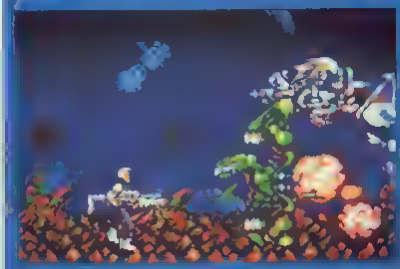
Word reached our shell-like ears that Ocean have just signed up Arnold Schwarzenegger's yet to be released new movie "Total Recall" Directed by Paul "Robocop" Verhoeven details on this eagerly-awaited sci fi smash are currently scarce but it's understood that the film will be released in the U K in July with Ocean's game following just in time for Christmas

ALL DOGS GO TO HEAVEN

Unlike Don Bluth's previous El release *All Dogs Go To Heaven* is, according to press packs, a pseudo-educational game. Completing a section rewards you with a digitise sound and graphics sequence taken straight from the film. One for the kids, rather than the hack 'n' slashers, methinks. Showing in the first week of April priced at £24.99.

HOT ROD

Fresh from the Activision motor works comes this four-player conversion of the highly successful coin-op. Lots of screeching, crashes and the odd repair show abound on this multiple twists and turns. With the addition of a plug-in Dongle the Amiga version will also feature a four player mode. All the more reason to invite your mates round for a hot cocoa.

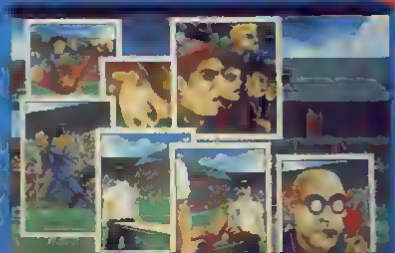


ASTR[illegible] MA[illegible] CO[illegible]

Fresh [illegible] comes this [illegible] one man against the odds. The evil Deathbringers are [illegible] the galaxy to [illegible] and must be stopped at [illegible] costs. Violent, frenzied, with parallax scrolling and big, big graphics, *AMC* should be liberating a sector near [illegible] soon.

EUROPEAN SUPERLEAG[illegible]

The football season draws [illegible] close with no sign of an early abatement of the current flood of soccer sims. This one puts you in the manager's seat in the dug out. Featuring all the potential superleague teams, it's down to you to choose one, handle its finances, training and all the other duties tied to the manager of a top level team. European Superleague should be out before FA cup final (if it's not rained off).



BUZZ

CARTHAGE

The Roman holiday island Carthage is the setting for Psygnosis' latest release. In a Spartacus-style tale you play an escapee hiding out in the countryside attempting to recruit army to fight back against the Roman oppressors. Fractal landscapes, chariot races and the odd township duels make up this second century tale. Hits the shops around about July.

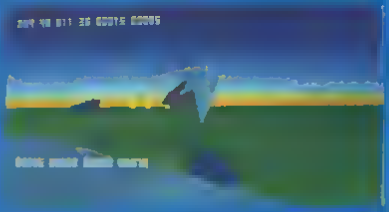
IVANHOE

Ocean's latest offering features legendary swordsman Ivanhoe in a bid to deliver King Richard to safety, equipped only with shield, sword and his trusty horse Stinger. A horizontal scroller *Ivanhoe* is programmed by the usual Ocean mob plus a man famed for his work with Asterix the Gaul. More info next issue. Altogether now, Ivanhoeee!

THUNDERSTRIKE

Set in the distant future, Thunderstrike portrays a world controlled by massive TV networks and defence industries. The biggest form of entertainment is the military Olympics; a kill or be killed flight combat game.

The Thunderstrike world is built completely out of polyhedrons, with TV cameras tracking the contestants every move, and showing the gorliest details in slow motion.



WORLD CUP SOCCER '90

Italy, home of many a footballing great and, of course, the World Cup. This year there's no battling for the one licence, so everything gets a crack of the whip. In this aim from Virgin they offer features such as clear up views of your mistakes and a stretcher team for those heavy tackles and action replays. Should be with us before the final whistle

IF WAR IS HELL... DRIVE THE DEVIL'S MACHINE

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BUZZ!

USG FOR ITALY

US Gold are entering into the fray — as they join Grandslam Activision and Virgin Mastertronic in the race to produce the top-selling licence for this year s World Cup

By no means the company s first footie game *Italy 1990* we're told will be a *Kick Off* style arcade game with all of the finalists in it

But will the latter imperil USG s release date? Their spokeswoman told us "It s actually quite simple to change names and the colours of the strips"

AMIGAS FOR ISRAELI FORCES

In what has to be one of the most aggressive uses of the home micro word from the US tells us that the Israeli forces are using the Amiga as a training tool for battleground scenarios in the Middle East

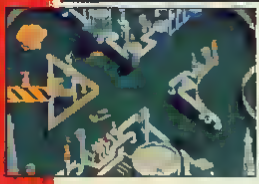
Amigas are being used to create tailor-made simulations of potential flare ups in this — one of the many troubled parts of the world

It s not know whether the micros are being used for intelligence purposes but this new application for the Amiga gives games such as 16 Blitz s *Conflict* a chilling new twist

THOMAS PUFFS IN

Again Again will shortly be releasing an Amiga version of teatime TV hero Thomas The Tank Engine Thomas, accompanied by his faithful coaches Annie and Clarabelle Bertie The Bus and The Fat Controller will be chugging your way in late spring at a bargain price

DOMARK TO GRAB BADLANDS



It seems likely that the latest five game contract under negotiation between Domark and coin-op giants Atari/Tengen will include the futuristic *Super Sprint-style* driving game *Badlands*, released in the arcades earlier this year Although a spokesman for Domark refused to confirm or deny rumours to this effect we'll eat the Ed s thinking cap if this unusual drivealong, which pits you against cars in a race through a post-nuclear wasteland, isn't soon cluttering up the shelves of your local softshop

MIDI MADE SIMPLE

Remember our music feature last April? Up until now the most widely used Amiga SMPTE/MIDI sequencing package was *Music X* an excellent package for professionals but difficult to use and at £225 was out of much consumer price brackets So publisher Microillusions came up with the novel idea of a cut down version So what you get now is an almost complete Midi sequencer for under £100 On shelf around April. oh and expect a follow up feature soon

MIRRORSOFT SIGN RINGS BOOK

Mirrorsoft have just announced their intention to produce a game based on "The Twin Towers" one of the three books which make up J R-R Tolkein s legendary fantasy trilogy "Lord of the Rings" Best described according to Ms A Pressperson as "a strategy war game with a twist" *Riders Of Rohan* will feature loadsasubgames a few arcade sections and reputedly gorgeous graphics, and will be released later this year on the Imageworks label "Riders Of Rohan" is by no means the first Tolkein licence to appear under previous deals Melbourne House produced *The Hobbit War In Middle Earth* and *Lord Of The Rings* Nevertheless demand for Tolkein-based games seems inexhaustible — according to Mirrorsoft *Riders Of Rohan* is likely to be just "the first of a planned series based on these classic books"

GORE

From the team that brought you *Menace* comes this excuse for nicities, in a traditional hack and slash vein — the general objective is to kill or be killed. We've been told that complete dismemberment is the only way to put the baddy guys down, pleasant eh? Swords, sorcery and violence, it'll be tearing into the shops around June.

TIME MACHINE

The new one from Mev Dinc and his friends, collectively known as Vivid Images, *Time Machine* lets you put on the ill-fitting white coat of a scientist who has finally succeeded in creating a time machine which time breaks down, scattering pieces to the four corners of the time continuum. Travel through the various eras, righting all wrongs created by the machine and check out a cute interpretation of the evolution of man. Should be released in time for the PC show.

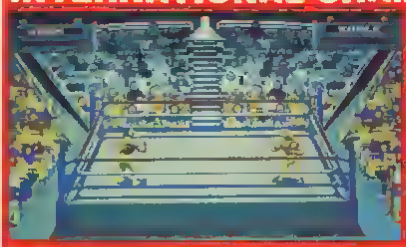
ROTEX

US Gold's next original shoot 'em up is to be set on a space station which has constantly shifting floors.

With overhead perspective, *Rotex* will employ the Ratascape game system, making the player contend with the sudden appearance of deadly holes in space.

Games players are promised a difficult ride. *Rotex* on the Amiga will be out around May time.

INTERNATIONAL CHAMPIONSHIP WRESTLING

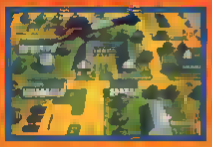


Dust down your leotard and practice your pliedrivers for computer wrestling is making its comeback. This latest one from Mirrosoft has you up against the cream of the world circuit. Lots of moves and grunts and thuds are promised, as you battle your way to world champion status. Available mid-April at one pee short of twenty-five quid.

ARCADE · ACTION · ADVENTURE

TRIAD

VOLUME · 3



Speedball: total action, total aggression, the ultimate sport from the Bitmap Brothers.

Computer Gameweek 94%
"Speedball is fast, furious and graphically very stylish"

The One 90%
"Never in the field of reviewing has such an excellent game been played by so many for so long. A must buy!"

C&VG Hit
"Speedball is going to be a monster hit"

ST/Amiga Format Gold Disk Award – 90%
"This game is as visually brilliant and possesses those classic addictive qualities that once you've picked up your joystick you just won't want to put it back down again"

C + VG Hit!
"If you're into missiles, bombs and explosions in large, sleazy quantities, Blood Money is a game you should try and buy without delay"

ZZAP – 94%
"Save every penny you can get your hands on and acquire Rocket Ranger"

Amiga Format 90%
"These will take good puzzle and a bit of strategy will find Rocket Ranger compulsive"

Ace Rating 914
"Superb graphics with arcade action and strategy probably the best Cinemaware game yet"

New Computer Express
"Break out a spare ton of Ruddy and pop up your PC for this one"

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TRICKS OF THE TRADE
Bring your trading [illegible] to pay the bearers, and [illegible] yourself on the long journey [illegible] the TSUMIT. But beware, compete too ruthlessly in the HARESH and you may find yourself [illegible] when YOU ask [illegible]

A DARK UNDERWORLD

Overcome the underdarkness of the Four VEILS [illegible] TSUMIT, [illegible] the [illegible] valuable [illegible] they will [illegible] you to journey onwards and [illegible] the ranks of Orodrim [illegible]

[illegible] concentration and memory [illegible] in the ancient card game Deke [illegible]

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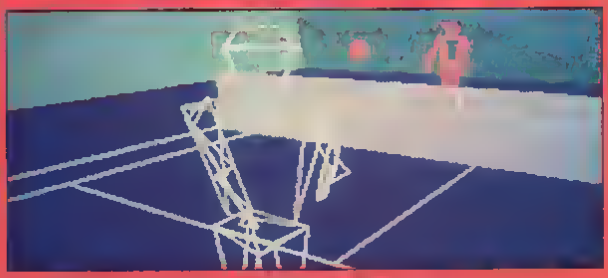
U.S. GOLD!

3D Tennis nail balances 3D vectors with more conventionally realistic stills

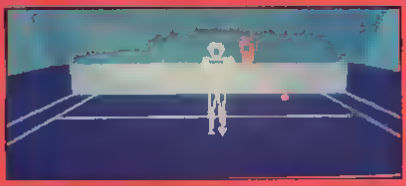


You'll be able to view the actions from many different angles

3D TENNIS

Anyone for an innovative game? Insight takes the wraps off a simulation with a difference "New balls, please," yells Tony Dillon.

In the final versions the players will be able to run towards the net smash jump smash and lob — just like real tennis!



This one's under development by New Frontier Productions, a new team fronted by ex-Infogrames UKer David Crosweller.

As a rule tennis games are a bit old hat. With newer and better technology companies do seem to be trying to improve on the tired old style but nobody is really doing anything radically different. Until now that is. Dragged away from an important meeting with a Silk Cut and a cup of coffee my eyes were drawn to a demo of the newest of all tennis games, — 3D Tennis looks set to take this genre a large step forward in the right direction.

The programmers themselves are not without repute. Mainly coded by Nick Shulver and partner Steve Cooke, both men are steeped in the art of programming games. One of Nick's claims to fame is that he programmed a large number of the very first MSX titles, including such giants as *Mr Wang's Loopy Laundry!* They are both excited about *3D Tennis* and admit that it has been a bit of a challenge. "The main problem" suggests Nick "is getting the speed. Each body is made up at fifteen blocks each made up of at least six polygons and when you add that to the pitch and all the backdrop details all being drawn at once getting the speed right is a very tricky thing."

A quick glance at the screenshots on this page will tell you that *3D Tennis* is no ordinary set the camera up at the end of the court watch two sprites and hit a white dot' game. Nor is it the slightly cute Japanese watch the ball increase and decrease in size sort of thing either. *3D Tennis* has been designed like a cross between that old chestnut *Mercenary* and a scientific, computer representation of how the human body moves.

3D Tennis is designed to be a realistic simulation without all that nasty sweat but it's so user-friendly that you can adjust it to suit any player. Says Crosweller "3D Tennis is very adaptable. I'm a firm believer that not everybody benefits from training. Some people could spend two days solid practising a lob and just not get any better at it. What 3D Tennis does is that the computer will help you out. If you spend half an hour practicing a smash then even if you don't improve the computer will make it slightly easier for you to smash in future so you *do* benefit from your efforts."

Training doesn't come cheap and this is where the management side of the game comes in. In the final version of *3D Tennis* you'll manage yourself arrange exhibition matches (if you can) and coach yourself all of which costs. There are five managers in the game any one of which you can employ for a fee. They will be able to secure you matches and, sometimes, even free training. But once again they don't come cheap.

When Insight pressed him for a release date Crosweller cautiously told us "Before Wimbledon" but more realistically *3D Tennis* should be bouncing onto the software shelves by the beginning of May. Watch out for a full review soon.

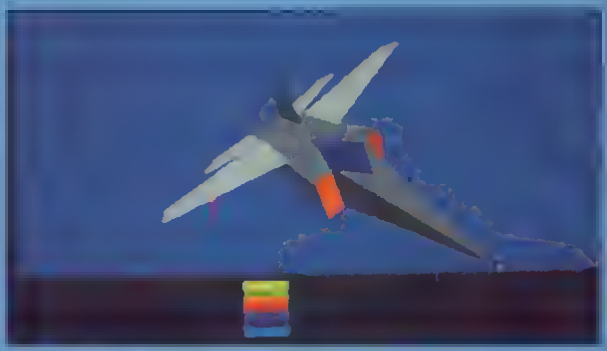
One of the hottest flight sims now in development flew into our office this month. Mark Patterson reports.

F-19 will soon be available on the Amiga. "Compact black and beautiful" is how our plane-mad Advertising Manager describes the Stealth fighter. Expensive they are too — at around a hundred million dollars they have to be good.

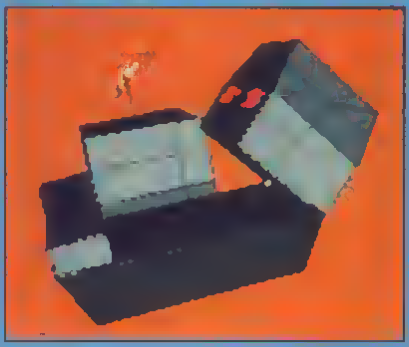
As a pre-emptive strike Microprose produced an F-19 simulation on the PC at a time when the B2 stealth bomber hadn't even been glimpsed. And it was surprisingly accurate, further establishing Microprose's already reputable name in the simulation market.

Programming something like F-19 is no mean feat. Because of the constantly changing size of objects such as planes and ground targets, using sprites at speed and giving depth to the graphics is almost impossible. Instead the world, it's armies, aircraft and buildings had to be completely constructed from polygons. So far F-19 and its contents are looking very good. The landscape has been mapped out precisely, even down detailing islands like Crete and Malta.

Claims the programmer, "It's not just the ability to say which shape goes where. It's the art of working out of what point the shapes should be hidden and at which angle they need to enlarge to keep things proportionate. With up to one-hundred-and-sixty polygons on screen you can [illegible]



An early mock-up of the Stealth fighter in its latest incarnation



A SAM launcher prepares to fire

F-19

ate the skill involved in keeping track of them". Most of the space craft and structures have been created on a home grown editor allowing full control over all constructions.

Rather than the usual dog fighting, F-19 goes for the silent and deadly strike, dispatching enemy radars, bunkers and installations.

You'll be piloting a plane whose main ability is secrecy, giving off as low a radar signal as possible.

When it comes to missions there'll literally be hundreds. Microprose claim that they're aiming at fewer but quality releases this year — F-19 will be the first of their £29.99 "premium price" products — and tell us that well-researched products are going to be their hallmark.

F-19 looks as though it's going to one of the smoothest, fastest complete flight games yet to appear on the Amiga. Microprose promise it will be unlike any other flight simulation around, and with what I've seen I'm inclined to believe them.

The early line vectors have been designed on a custom-built editor and then colourised

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THE TIC-TAC TILE GAME

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TENGEN

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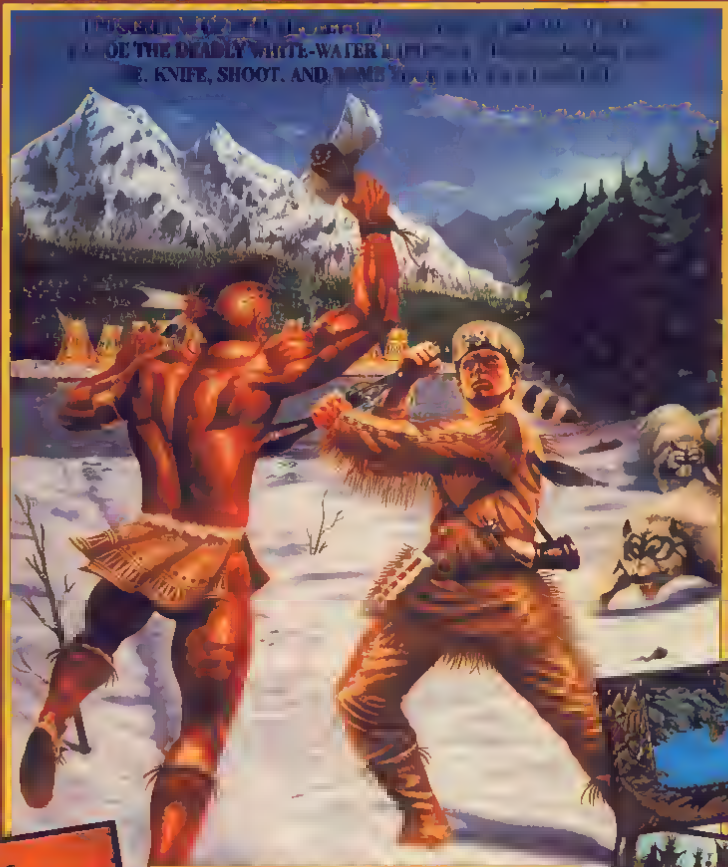
Programmed by: Teque Software developments Ltd. Atari ST Screenshots

Published by Domark Ltd Ferry House, 51-57 Lacy Road, London SW15 1PR Tel: 01-780 2224

COLORADO



Colorado 1880. David O'Brian a penniless trapper, canoes up the South Platte river in search of adventure and riches.
Deep in the wilderness, he meets a dying Cheyenne Indian. Vowing to bury him in the style of a Warrior, O'Brian is rewarded with an ancient map showing the way to the legendary Lost Gold Mine of Pocahontas.
The route will lead him through Pawnee territory, the most fearsome of Indian tribes, across hostile wolf-infested land... and means he must shoot the terrifying white-water rapids of the Colorado in a flimsy Buffalo-hide canoe.
But there is no going back now for O'Brian is haunted by the scent of Gold.

Silmarils

AMIGA · ATARI ST · IBM PC

Impressions tale of cordite and the colonies is now underway and soon it could have you cocking your Enfield rifle as you battle for your life and a King's shilling in nineteenth century South Africa

Rorke's Drift will be putting you in charge of beleaguered British invasion force which is holed but at a depot fighting thousands of Zulu warriors The Battle for Rorke's Drift is not unknown — it featured in the Michael Caine movie "Zulu" — but the intention is to spend a lot of time and sweat making *Rorke's Drift* as accurate as possible in all dimensions

Go on pull rank Tell him what to do

RORKE'S DRIFT

Get us an exclusive, we told Tony Dillon "Only if I can wear a pith helmet," he replied

Guarding the north perimeter

This has been the job of the programmer Edward Grabowski His work has included *Kenny Dalglish Soccer Manager Seventh Cavalry* and *Sword and Shield* Grabowski himself has written a number of war gaming books and is a tabletop wargame fan

The screens we have are taken from an early working version of the game and already you have a pretty good idea of how it looks "We've deliberately gone for the fun look" explains Marketing Manager Jim Loftus "We want to give the game a bit of character as well as the kind of attention to detail which means that each character requires eighty frames of animation to cater for all the running, shooting and hand fighting moves"

All of men will be individually controlled from any point in the game Unlike most wargames, no 'turns' will be involved, you'll just click on a soldier any time you wish to bring him into action or change his current strategy And there should be plenty of characters to watch over Out of your one-hundred and thirty seven soldiers in the depot thirty six of them will be hospitalised and unable to fight so you'll have to watch their backs as well as your own

Rorke's Drift will be for the more serious games player but the idea will be to aim for relative ease of use Look for a review in the next couple of issues

Eighty different frames of animation per man

... and the south

Jim Loftus on Parade

THE SKIES ARE YOUR HUNTING GROUND

RETALIATOR

C+VG HIT!

"Astounding just to look at, with the fastest smoothest most detailed and realistic 3D graphics seen but it's the sheer depth that makes F29 the best combat/flight simulation I've seen. The wealth of missions is incredible ... giving enormous feeling appeal ..."

"Think of what you get in Falcon and double it — brilliant action and a scenario depth that's leave you gasping in awe. There are 95 different missions. Retaliator is even better than Falcon and it's certainly much bigger. A brand new and rather brilliant fighter/bomber simulation." Zero 94%

"Utterly mouth-watering graphics and an amazing depth of play ... the best flight simulation I have ever been fond there's a painting on the same screen that does not in same close). It's not a simulation it's an experience ... Ocean's first flight sim in the best sort!" Zzap

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BACKCHAT

CU LETTERS

Write to us at CU, 30-32 Farringdon Lane
London EC1R 3AU

Yo ho!

I am well and truly fed up with the constant arguments for and against software piracy, so please don't print any more or I'll have to stop buying CU

Simon Alexander, Swansea

Not really a valid point towards the pros and cons of piracy, is it. Until the scourge is wiped away, CU will continue to battle, so there.

New Amiga

I read with great interest your brief article on the CD-Amiga and wonder if you would care to clarify a few points for me. Firstly, will the new Amiga have a built in disk drive as well as the CD unit? How much storage space will the CD unit provide? Will you be able to use existing Amiga software with it? Will it have a new version of Kickstart and if so will it produce the same problems as Kickstart 1.3? Do you have a release date for it yet? Finally, which model will Commodore adapt, the A500 or the A2000, as I don't really have room for an A2000? If you could provide answers, I would be most grateful.

Eric Brittingham, Chichester

Patience, patience. Commodore are holding all details of the new machine close to their chest, but we promise we'll have more details for you soon. You obviously won't be able to use any existing software which isn't CD. As we pointed out last month, the machines will be an adaptation of the A500.

Overseas mags

● Never mind the year 1992 (when CU finally arrives), we Aussies are ready to go British right next week (once this letter gets to you). We are breaking down those national barriers with a competition for English magazines only. We frequently receive magazines from the UK with competitions that had expired months earlier! Well this one is for you!

We're offering you overseas readers a chance to win $$$$ just by answering a few easy CU flavoured questions.

How do you win? Just TAKE NOTICE of our three Australian, typically easy questions

1 What is the best way to piss overseas readers off? Give months of blurb about the mega-awesome-promotion-coming up and then not send it to your devoted overseas readers

2. What can you then do to rub it in? Make a special overseas readers competition (unusual!) that expired 25 days ago!! (usual)

3 How can you make it up to us? Give me a free subscription

Send your free subscriptions and entries to: All overseas readers, wherever they live, worldwide. The competition closes three-and-a-half weeks before you see this letter, but send me the free subscription anyway

N Stewart, Geelong, Australia.

Ok, Ok point taken, but honestly the magazine should have reached you in time. We'll try to do better with any future overseas compos, but in the meantime, just to show our kinder side, you've won the prize for the best letter of the month (that's enough kindness for at least three months — Ed).

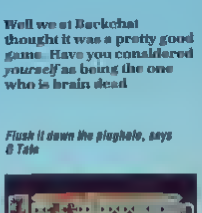
Pipe Down

Is Tony Dillon brain dead or something? He is one of the most inaccurate writers I've ever come across. His review of Pipemania was abominable. What he should have said was "dull and unplayable" because that's exactly what it is.

G Tate, Windsor

Well we at Backchat thought it was a pretty good game. Have you considered *yourself* as being the one who is brain dead.

Flush it down the plughole, says G Tate



Selling Yourself

We are two brothers who have designed a game for the Amiga, at least the graphical part of it. We have been busy with it for quite some time now and now we have reached the stage when we need a programmer. We need to contact software houses. But we do not know how to deal with them. How do you make contact and make sure they do not take advantage of you?

R. Ritsema, Holland.

We get a lot of the enquiries each month, and Ian Harling, who worked for Ocean on the Lost Patrol has kindly offered to give advice to anyone in your situation, just so long as he's not overwhelmed with enquiries. Ian's address is: 4 Aberdeen Road, Redland, Bristol BS6 6HT.

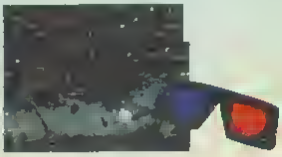
Midi madness

I am interested in the pop scene and as an owner of an unexpanded A500 and a small Sausho MIDI keyboard I was wondering if there are any music packages you would recommend that would allow me to emulate songs like "Je ne sais pas porquoi" by Kylie Minogue and "Hanging Tough" by The New Kids on the Block. I would like to be able to quickly and easily create pop backing tracks for my friend to sing over to hopefully release as a single. Any answers would be cool. Stay with it.

Phil Barry, London.

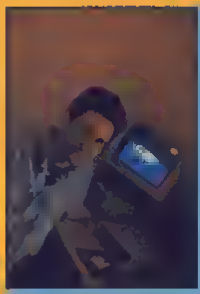
There are many excellent music packages for the Amiga, and if you want to use the Amiga as a sequencing device, then the best has to be Music X from Microillusions. However, as it seems you have no actual understanding of music or indeed any musical appreciation, you'd be better off leaving the Amiga out of it and just plink away on your keyboard. As for recording success, I think you've got the wrong magazine. Stay with what?

● SOFTWARE PRIZES: Win £50 of software and a gimmick if you write the best letter of the month. This month's plaything is ninety six pages of Stereo Star Maps from Collins publishers. The 3D maps show how the constellations don't in fact exist.



The ARTIST'S

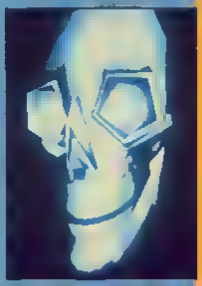
CU's major demos competition is well under way, and now it's time to meet the judges. Each one is an expert in his own respective field and each has considerable experience in the field of producing art and animation on the Amiga. There will be other judges too. The Editor and Mark Lewis, Electronic Arts' Managing Director will both be having their say — but in the meantime, we profile the artists involved and ask each one which of their contemporaries — in computing or elsewhere — they most admire.



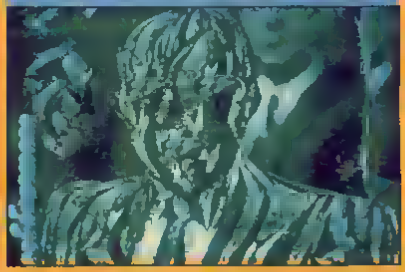
ROBERT PEPPERÉL

(JUDGE, SENIOR CLASS)

PROFESSION Amiga artist with video company Hardwire
DATE AND PLACE OF BIRTH 22 10/1963 London
CHOSEN SOFTWARE PACKAGE Photon Paint, Turbo Silver
FIRST AMIGA PROJECT Exhibit at the International Cybernetics Center ence in 1988 in Vienna
WORK HISTORY 1986–1988 Lecturer in Fine Arts at Gwent University from 1988 onwards part-time Lecturer in Fine Arts at Leicester Polytechnic October 1988 founded BUG — a project to exploit the growth in DTP print and video graphics in March 1990 with partner Miles Visman founded Hardwire a multi media production company which uses home micros
CURRENT/FUTURE PROJECTS: Now working on Same like it Cold, a CD Video album for house stars Cold Cut plus live Amiga show at Brixton nightclub The Fridge on Saturday; work in the pipeline for Channel Four, MTV proposed three/four minute cyberspace collaboration with William Gibson story line also collaborating with American novelist and painter William Burroughs creating representations of his paintings
SO WHO DOES HE RATE? "There are people on the PD network I can think of — Tobias Richter the Walker demo and then there are painters mostly modern ones. Anybody original — Burroughs for instance."



This figure a mode of a thousand Gorbachevs digitised using Vivid Amiga. Tiled shapes were created using Deluxe Paint III with a wrap brush option



DEMOS COMPO

ALL OF THE JUDGES WILL BE ASSESSING BOTH PROFESSIONAL AND AMATEUR ENTRIES. EACH ONE WILL BE LOOKING FOR 1) GOOD IDEAS 2) ORIGINAL DESIGNS AND 3) HOW WELL THEY'RE DONE ***TURN TO PAGE 21 TO FIND OUT HOW TO ENTER AND HOW YOU HAVE THE CHANCE TO GET YOUR WORK SHOWN ON TV.***

ARTISTS

WORK HISTORY Hooked from an early age on computers. Started producing graphics from home then through a mutual acquaintance at a stockist was introduced to Palace, who made him totally redraw his initial designs
CURRENT/FUTURE PROJECTS New left Palace and working on *Stud*, a platform game for Electronic Arts, and there's more work with Bullfrog in the pipeline
SO WHO DOES HE RATE? "There's this guy called Mike Jarrey who's worked in films and who's now on a contract with Palace — he's the best background artist I've seen and definitely someone to watch out for. To be honest, though, I prefer looking at the stuff comics artists do rather than what the rivals in the business are up to. Brian Bolland (Judge Dredd: The Killing Joke) is my favourite — he uses so many different types of material and one minute he'll be gritty and down to earth, the next he'll be ultra futuristic. Lots of people hate him because he's inconsistent that way but he's really atmospheric."

Simon created Dragon's Breath using a photogenerator to produce cut-out rocks, a travel book on Canada as a reference for the sky and drew the castle "totally from imagination"

SIMON HUNTER

(JUDGE, ALL CLASSES)

PROFESSION Graphic Artist with Bullfrog
DATE AND PLACE OF BIRTH 9/7/1972, England
CHOSEN SOFTWARE PACKAGE D.Paint III
FIRST AMIGA PROJECT Amiga artist for Palace Software's *Dragons Breath*

mainstreaming [illegible] Amiga.
SO WHO DOES [illegible] you what I look for, [illegible] one who's prepared to go out on a limb and do something different. I've seen a lot of imaginative stuff done on the Amiga at art colleges — Farnham in particular. But elsewhere I suppose Richard Williams, who worked on Roger Rabbit, Oscar's Orlo (Kerns and the Cons Pops ads), Bob Godfrey who worked with me on Henry's Cat, Alison De Vere who's an experimental animator and George Dunning who directed "The Yellow Submarine" and who had a totally original approach to making films.

The Beatles cartoon is Stan Hayward's favourite

STAN HAYWARD

(JUDGE, JUNIOR CLASS)

PROFESSION TV Scriptwriter for children's TV and animator/Amiga tutor
DATE AND PLACE OF BIRTH Somewhere in the thirties
CHOSEN SOFTWARE PACKAGE System Line Tester from Chromacolour (nowhere near as sprockety as it sounds. It's used in adverts and in Stan's work in schools)
WORK HISTORY Worked on Rhubarb And Custard. Henry's Cat set up Britain's first computer animation company in 1970 at Imperial College London
CURRENT/FUTURE PROJECTS Involved with schools projects for Commodore and visits schools de-

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Incentive's past awards include

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– Best Graphics
– Most Imaginative Game
– Best Overall Game

•

C & VG Golden Joystick Award

•

Commodore Computing International Oskar

•

Amstrad 100% Prix Du L'Innovation

•

Computer Industry Award – 8 Bit Programmers of the Year

Available on: Atari ST, Amiga, IBM PC 3.5" & 5.25", Commodore 64 (cassette, disk) Amstrad (cassette, disk) Spectrum +3, Spectrum 48/128

Atari ST C64 Spectrum & Amiga Screenshots

incentive
The Award Winners

Programmed by: Incentive Software © 1990 New Dimension International Ltd
Published by Domark Ltd, Ferry House, 51-57 Lacy Road, London SW15 1PR
Tel: 01-780 2224

DOMARK

Send in your demos/routines and get YOUR chance to WIN a video recorder and camera PLUS the dizzy heights of TV stardom. Enter one of two classes — "amateur" if you are a total beginner or "professional" if you are already established and have had work published in magazines and/or PD companies, plus either the junior category (up to and including sixteen years of age) or the senior (seventeen and above). You don't have to be a brilliant artist to enter — we'll be taking hard work and originality of thought into account — but if your demos stand out they could well be given airtime on the forthcoming Channel Four programme BUZZ. And the top entries will all be displayed at this year's ECES Show (formerly the PC Show).

CHANNEL FOUR TELEVISION

So using any number of packages put together a short for the Amiga. How you prepare it is up to you, and you can submit your work on disk or videotape. Whatever format you choose we'd like a brief explanation on how you did it.

The CU Demos Competition is run in conjunction with Electronic Arts and the runners-up will each receive a copy of Deluxe Video or DPaint III. The competition runs from now until 3 September and we'll keep you posted on its progress.

THE RULES

1) All work is yours or that of your group
2) All submissions must include an entry form
3) All submissions must include a pause mode
4) The judges' decision is final
5) Entries should be produced using a megabyte or less (A500 plus ½ meg expansion)

Please enclose a brief explanation of how you put it together.

Send your entries to CU, Demo Competition, Priory Court, 30-32 Farringdon Lane, London EC12 3AU

ENTRY FORM: CU DEMOS COMPO

Name .....

Address .....

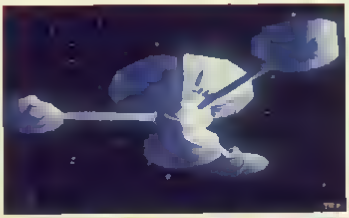
Telephone .....

Age .....

Amateur/Professional (please delete one)

DEMOS

Thanks this month go to Seventeen Bit and Virus Free, and of course Tobias Richter.
Remember our demo competition is running right up until the August issue, so you get your submissions in (with entry form) to CU.



SPACE BOUND A space station from Star Trek transformed by Tobias Richter

LIFT OFF The Saturn V rocket blasts off courtesy — again — of T Richter

SCI FI More animation from Tobias Richter. With the Star Trek theme again this demo has the warp drive version of Galileo returning home to the Enterprise. Available from Seventeen Bit PO Box 97, Wakefield WF1 1XX.

EYES HAVE IT Digitised flagwaving rears its head on the excellent NewTech Demo Reel 3. Available from Virus Free PD, 23 Elborough Road, Swindon, SN2 2LS

LEO LINE This aggressive looking lion matches the union jack in a combined sequence on the NewTech disk.

DEMOS

CU READE RES

Who did you rate in 1989? Read on to find out if your vote came top.

Could it be a miracle [illegible] Queen take the album of [illegible] 1989

BEST STRATEGY GAME

A pretty obvious winner *Sim City* polled over double the votes of its nearest rival Which means *Waterloo* with less than half the votes of *Sim City* is the runner up

BEST SOUND

Ac hieeeeddddd X Xe Xe Xen *Xenon II* took the sonic innovations category for best sound Nearest but a long way behind comes Psygnosis *Blood Money* in second place

BEST GRAPHICS

Who made this year s *Mona Lise*? In a hard fought category you voted *Space Ace* as the most visually stunning game of 89 with *Shadow Of The Beast* in the number two slot

BEST ADVENTURE

US Gold not overly famous for adventures take the top prize with their licence of Indiana Jones with Indy up against the Nazi regime In second place s Palace s *Future Wars*

BEST SIMULATION

Falcon soared home with over a third of the votes fending off all rivals The inimitable *Kick Off* scores second place only a few votes above *Stunt Car Racer*

BEST SOFTWARE HOUSE

Talk about a one horse race With almost 50% of the voting it s (roll out the tickertape) Ocean well and truly first surprise surprise Undaunted Microsoft dragged themselves into second place but with only 13% of the votes

BEST PACKAGING

Another forgone conclusion? *Shadow of the Beast* tee shirt Roger Dean and co swept away all opposition Who said gimmicks don t sell?

BEST RPG

Through the fetid death pits of Vhl Lturg in the province of Quzlyll came the nominees in this category The honour of the ancients is bestowed upon *Dungeon Master* Hall champion of champions!

Ocean scoop up yet another award with Operation Thunderbolt Arcade conversion of the year

PROGRAMMER /TEAM OF THE YEAR

The Bitmaps Who else? Trailing in their wake teams such as Buffrog and Cinemaware

BEST COIN OP/ ARCADE CONVERSION

Oops! A bit of a cock up Both categories of course are one and the same It didn t seem to bother you though *Op Thunderbolt* received twice as many votes as its nearest rival *Strider*

BEST COIN OP

Though not overly popular with the software press *Chase HQ II* [illegible] for pipped to the post by a very closely followed by *Strider* and *OP Thunderbolt*

Chase HQ [illegible] have [illegible] the arcades

ERS POLL
SULTS

BEST ORIGINAL GAME

Sim City polled highest here. Planning and architecture seemed to go down just as well with the CU buying public as the staff who played it. Cyberpunking in its way into second place was Mirrorsoft's taxing *Interphase*.

GAME OF THE YEAR

KICK OFF! It's there. Over to Brian. A remarkable effort. Just when it looked as though it was all over they pull this out of the bag! *OP Thunderbolt* shot its way into a firm second place.

BEST TV PROG

Thankfully, Neighbours could only manage fourth this year (and that was tied). In the meantime Sledge Hammer an every day story of cops schizophrenic comedy and grins smashed its way into first place. Chasing up the rear was the Sunday evening soap, Wonder Years.

BEST FILM

In a surprisingly close call, Batman scraped through on wing and balarang. Once again Ocean can claim credit for licensing the top film. Mel Gibson's Lethal Weapon II and Bruce Willis' Die Hard both slugged it out for the runners up position but with no clear result. Tied on points.

A Beastly rave complete with a T-shirt

BEST VIDEO

creatures that gestate inside human bodies and have concentrated acid for blood." Yes Aliens romped home as video of the year. Die Hard takes another runners up position, poor Bruce.

BEST ALBUM

Freddie and friends were said to have been overcome with emotion at the news of this most prestigious of accolades. Not much Kylie Minogue though and even less Jason in a category that ranged from the lyrical muzak of Slayer to the grinding riffs of Gloria Estefan.

THIS MONTH'S AMIGA CHART

TM	LM		
1	NE	BOMBER	ACTIVISION
2	35	TREASURE ISLAND DIZZY	CODEMASTERS
3	2	OP THUNDERBOLT	OCEAN
4	1	CHASE HQ	OCEAN
5	28	ADVANCED SKI SIM	CODEMASTERS
6	9	KICK OFF	ANCO
7	6	SHADOW OF THE BEAST	PSYGNOSIS
8	39	UNTOUCHABLES	OCEAN
9	16	TURBO OUTRUN	US GOLD
10	NE	RAINBOW ISLANDS	OCEAN
11	34	FUTURE WARS	DELPHINE
12	8	DOUBLE DRAGON 2	VIRGIN
13	NE	DRAKKHEN	INFOGRAMMES
14	4	GHOSTBUSTERS II	ACTIVISION
15	NE	MAGNUM 4	OCEAN
16	3	HARD DRIVIN	DOMARK
17	NE	CAPTAIN BLOOD	SMASH 16
18	15	POPULOUS	ELECTRONIC ARTS
19	NE	DRUM STUDIO	PLAYERS
20	18	SIM CITY	INFOGRAMMES

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- Bill Hunter U/Face
- Dr. T's Midi Rec. Studio
- BBC Basic Interpreter
- Newsfeeder [illegible] show
- Superbase Personal D/Base
- Amiga Logo Bat [illegible] Pen II
- Microwatched Joystick
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- Disk Wallet
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PACK 4 / PACK 4

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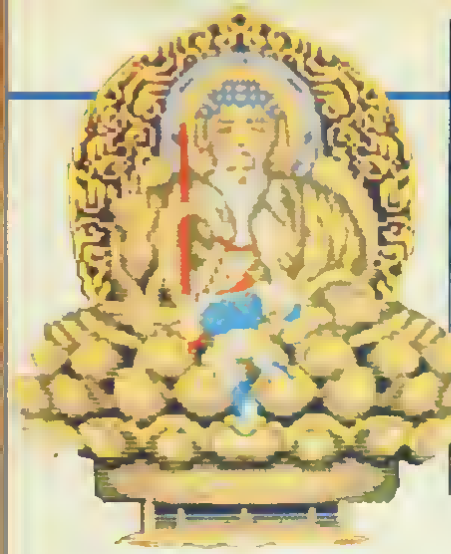


Apparition of many limbs This one zooms screen

CU SCREEN STAR

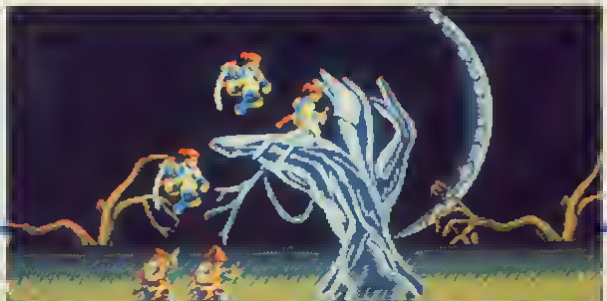
NINJA SPIRITS

This is a game with nearly everything a reviewer should baulk at. It's a conversion and it has more Ninja per screen than you could ever begin to imagine. But it's not just a clichéd beat 'em up — *Ninja Spirits* is actually pretty nice.

As usual the plot doesn't hold much water. Run around killing Ninjas, bump off the end-of level guardian. All pretty simple, but fun.

The first level starts off with Ninjas suspended from trees hurling missiles at you. Ninjas under the floorboards trying to prong you with spears and the inevitable hordes of Ninjas who run from right to left and get in the way. To help you do them in your own little Ninjas come equipped with swords, bombs, shurikens and razor blades on a rope. Each weapon comes in useful in certain sections, with the computer advising you on what's best to use

Grim reaper like they fly



Activision
Price: £24.99

Looms onscreen like Khali, God of Death and Destruction

Bring on the tinted backgrounds and the light on the rope bridge

Staring death in the face

when you do the unhappily necessary job

Once in a while gold Ninjas appear Killing one of these results in a token being dropped giving you either increased weapon power or a Ninja Spirit. Basically this is an exact duplicate of your character which moves in time with the original and which is impervious to damage Another useful add-on is the fire rope This makes you pretty much — but not totally — indestructible

The end-of-level guardians are surprisingly varied Level one contains a drinking well down which (surprise surprise) are Ninjas! Later levels feature teleporting Ninjas and a very large kite..complete with added peasants to pilot it

Controlling the main character is surprisingly simple..despite his array of weapons My only gripe is that some sections are almost impossible to get past if you've lost your extra powers It's a matter of honing your skills so you don't loose them in the first place

Other levels feature boulders, Ninja pensioners caverns and cliffs To keep the action going there are vertically scrolling sections which break up the potential monotony From the onset things are tough maybe a bit too difficult but after a bit of practise you can live with it. *Ninja Spirit* is neither graphically or sonically outstanding On the other hand it's a good conversion of a not too-hot arcade game Well programmed, good fun and containing lots of action Well worth checking out.

Mark Patterson

Oops! Here comes a fireball

Up the pole or out for the count?

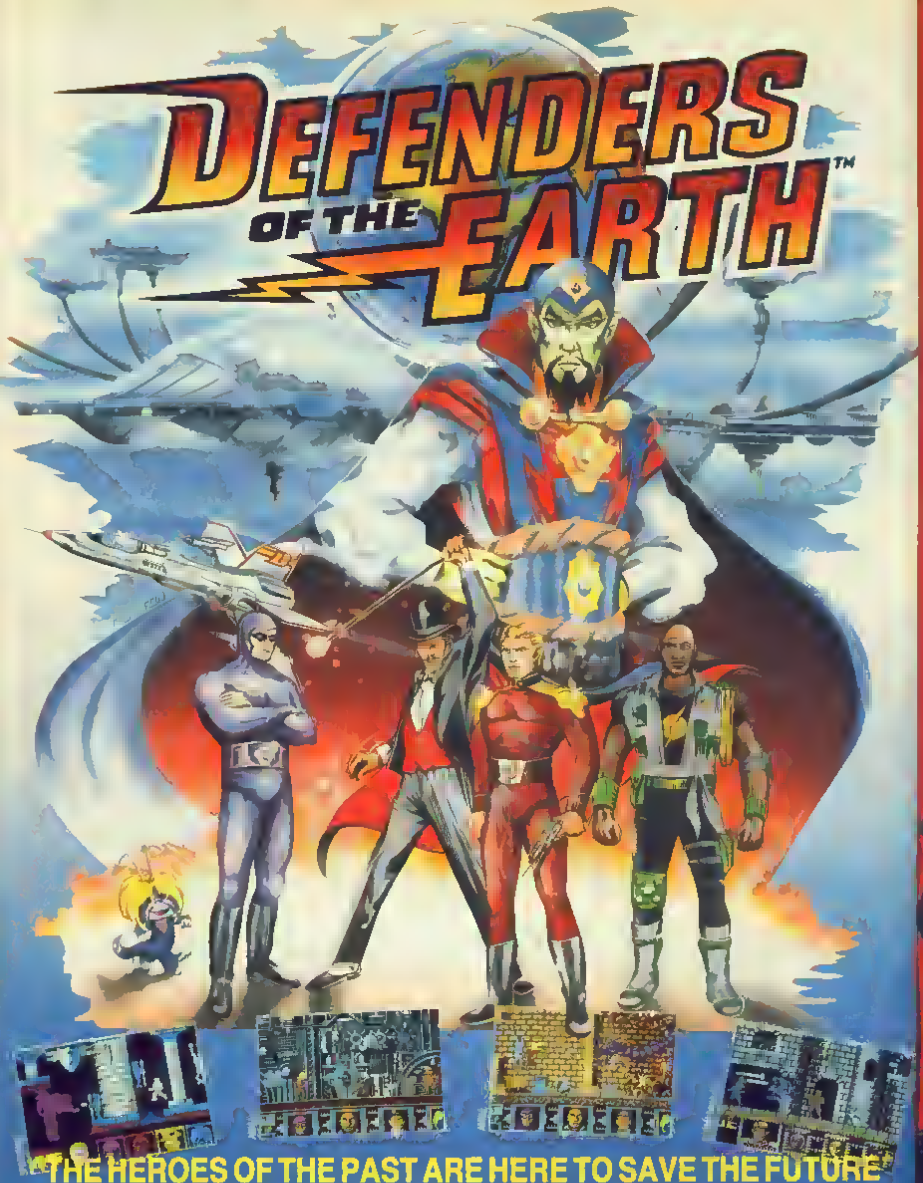
Here come the Ninja equestrians

Prettier than average beat 'em up

SOUND	84%
GRAPHICS	79%
PLAYABILITY	89%
LASTABILITY	87%

87%

DEFENDERS OF THE EARTH™



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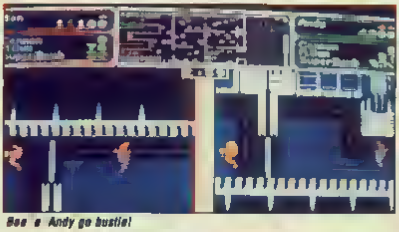
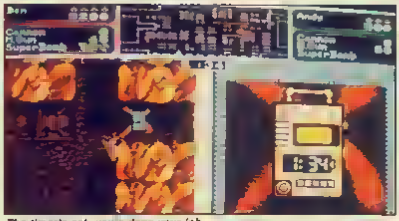
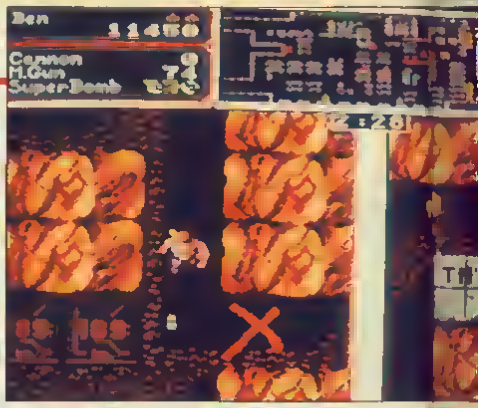


See a Andy go bustle!

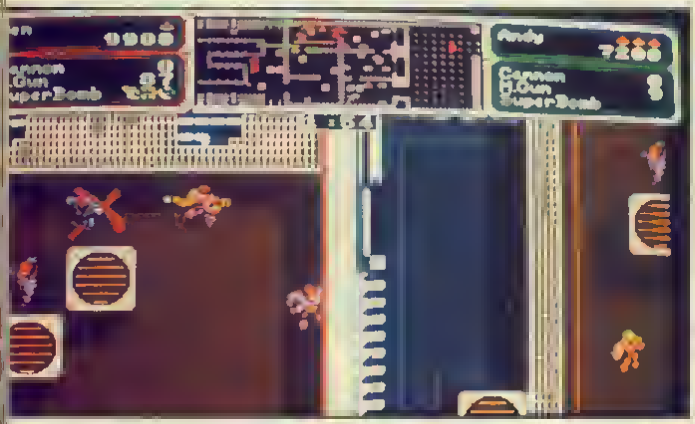


The timer's set you's done your job



Once you a found the TNT

CRACKD



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Place the bomb on 'X'

The barriers can be lethal

US Gold
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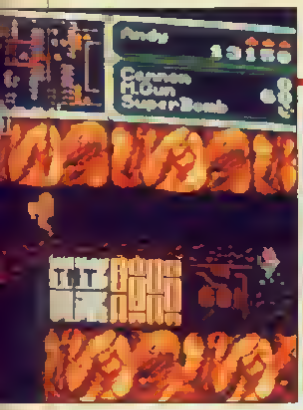
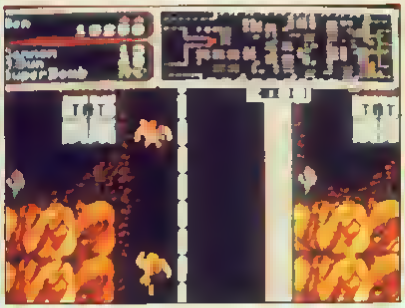




Two-way split screen

The key is the bomb

KDOWN

large amounts of illegal substances for even larger amounts of cash and at the top you have your Mr Bigs who sit on the dosh and gloat. These nefarious masters of crime need somewhere to hide out and stash the "stuff". They think they've got away with it. They think. But you are no ordinary cop. You may be called Ben and your partner called Andy, but there's nothing mundane about your work — as you go undercover and blow up the villains bases.

In a nutshell, *Crackdown* is a high quality split-screen *Gauntlet* clone with great graphics and a generous dollop of playability.

Travel around each building represented by a top-view, eight way scrolling play area, planting time bombs.

Ammo is extremely limited so you have to pick your targets carefully. Some are unarmed so it's often a good idea to get in close and dispose of them with a well-placed kick.

Without a doubt, the graphics are intricate although it's a little too hard at times to pick out certain detail. But even though the split-screen playing area is small, the scanner ensures the there's no problem with things off screen killing you before you get a chance to see them.

Approach this game as a piece of light entertainment with just the right difficulty to keep you playing for a while. It's definitely worth a shot.

Tony Dillon

SOUND	79%	85%
GRAPHICS	83%	
PLAYABILITY	85%	
LASTABILITY	82%	

At times, going undercover can mean going infra-red

The spider's ready for action

TOWER OF BA

Not a licence from the Old Testament. Instead a puzzler. Not your standard blocks and ladders: this time you get a high tech spiders and lifts.

There's no fancy plot, *Tower of Babel* just requires puzzle-solving in a rather peculiar way: using three robot spiders a Pusher (for pushing objects), a Zapper (for shooting objects) and a Grabber (for collecting things). These can be viewed from first person perspective, or from behind. In turn the whole tower can be viewed from a distance, essential to get an idea of what you're going to run into.

The puzzles vary from the easy (use one spider and kill one creature) to the downright tough (three spiders collect three objects, destroy three others, with a time limit). Apart from collectibles and destructibles, laser cannons cause a lot of problems, as do teleporters, which aren't just there to make life difficult, but are integral to solving the puzzles.

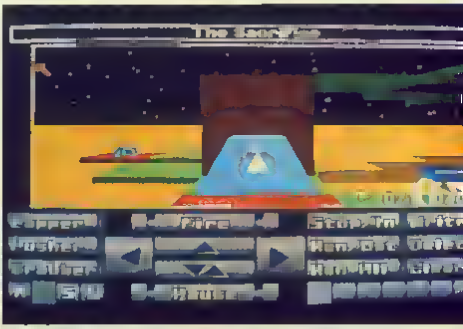
Rainbird
Price: £24.99

An observers eye view

Yet another obstacle

Each spider is controlled in the same way: either one move at a time or in a programmed series which is used in the later stages. The moves are simple left/right forward up and down for lifts. The real skill is using the spiders in conjunction with each other. You have to make sure yours is in the right place to activate a particular part of the puzzle. Having the other two capitalise on this situation isn't easy.

The trickiest thing about the game is getting used to the way its various elements are connected. Being in the right place at the right time is a help but you need to



A deliously named level

Lasers and mirrors

Your bit grabber

take a general overview of the game. This means constantly re-tracing your tracks to work out who does what where.

It is not just a case of collecting things. Guns need to be deactivated and aliens need to be shot. Unfortunately sometimes the situation warrants the sacrifice of a spider.

There are stacks of options to make playing the game easier from adjusting your view of the spiders to changing the graduated tint on the skyline. Most radical of all is the designer. If you become bored with the normal towers you can alter them or re-build them from scratch. You have full control over the colour palette, every single object and four floors with which to build.

Tower of Babel takes puzzle games one stage further. It's variety which makes it so attractive. Each section contains some very tricky problems, and when they finally appear you have to move fast to nip them in the bud.

Tower of Babel has stunning graphics. The 3D works very well and it's fast, although it sometimes makes playing a little bit confusing, especially after your umpteenth jaunt on a teleporter.

This is an excellent game, not just for puzzle enthusiasts but for everybody who fancies a few weeks of mind bending puzzles.

Mark Patterson

The designer

SOUND	83%
GRAPHICS	90%
PLAYABILITY	93%
LASTABILITY	93%

93%

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Outside ye olde saloon

AMIGA

SCREEN SCENE

LOST DUTCHMAN MINE

Back in the days when men were men and pensioners had nights the gold rush was in full swing This particular tale is one of money donkeys and yellow metal

LDM follows the fortunes of a decrepit prospector whiling out his last few months attempting to find a highly profitable sometimes mythical, and definitely lost mine

The game s presented on two main screens A large map of the surrounding area is used to help navigate the ancient miner to rivers mines and home When the miner is digging or panning for gold or he s in the town a close up screen is brought up showing the miner and his immediate surroundings

Being as you re playing an OAP you re quite prone to the elements. The temperature extremes in a desert go from bloody hot at midday to freezing cold at midnight so a canteen some food and a set of a long johns are available from the local store Buildings in the local town include a bank, an olde western saloon the jail doctor Bob s and the all important assayers who ll value and buy your gold off of you

Bang goes this week's pension

Until you work out where the mines are most of your time is taken up knee-deep in the local rivers with panning for gold nuggets But not everybody s as nice as our miner friend though there s the constant threat of bandits — after all it is the west and it s most definitely wild

Unfortunately there s not too much of a game in there It tends to lose a bit on playability through repetition For the most part it s one man and his donkey against the elements traipsing back forth between river and town

The graphics are smart Nice backdrops and digitised characters add to the presentation However *LDM* features one of the worst pieces of music I ve heard — a horrendous cacophony of off key warbles and clanks

A pretty nondescript game but will find favour with the Sunday afternoon games players who are perfectly happy to sit back and admire the scenery

Mark Patterson

Hey, Los Banditos

It s this pain in my back you see

Magnetic Images
Price: £24.99

SOUND	65%
GRAPHICS	78%
PLAYABILITY	72%
LASTABILITY	65%

69%

CYBERBALL

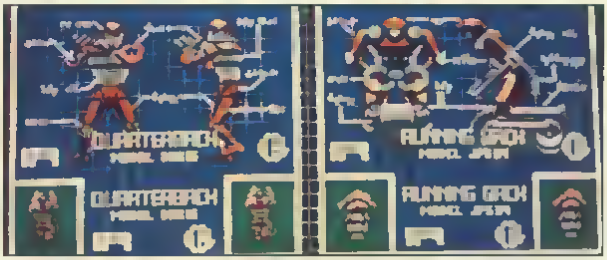
The dosh is in the coffers, your ball status is cool — yet, you're in the running

Buck Rogers made it to the twenty-fifth century American football lasts to the twenty first. No more human players just battle armoured robots slugging it out with an explosive ball and a lot of spare parts

Some of the basic football rules still apply Getting the ball into the opponent s end results in a touch down and there s a Quarterback, offence and defence and lot s of different strategies

The first significant change is the ball It gets hotter and hotter until it explodes. In a normal game the attacking team has four attempts to move the ball forward ten yards or the opposition gain possession The idea is to move the ball forward towards a De fuse so cooling the ball down again while the attacking team steam forward

On the offence you start by controlling the Quarterback Avoid the oncoming defence and pass the ball to a receiver further up field Once the ball is released control is given over the player most likely to complete the pass Then it s a matter of getting as far up-field as possible



A breakdown of your team status, warts, balls n all

Strategies are broken down into two groups running and passing Each group will have a different strategy according to their position on the field A passing play is usually the most likely to succeed though it s impossible to predict the sort of distance you ll gain However a running play usually gives you the distance you want though it s tough to successfully instigate one

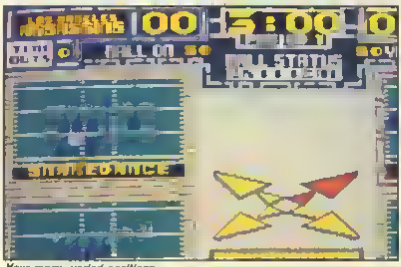
Defence is broken down into short, medium and long plays corresponding to the sort of distance you re expecting the opposition to try for For instance a short play would be good for getting in really close and sacking the Quarterback if it fails there s every chance of a long break for the offence

Scoring and completing plays earns the team money essential when you run a team that s prone to exploding or breaking down It s pretty difficult trying to play when you can t afford to field a full one

Cyberball offers an interesting alternative to the traditional sports game There s enough American footy to keep it recognisable and enough variety to keep it interesting An ambitious idea which is pretty good fun in the lean period between football seasons

The only problem it really suffers from is a lack of speed All told it s enjoyable but I can see it growing stale in the not-too-distant future

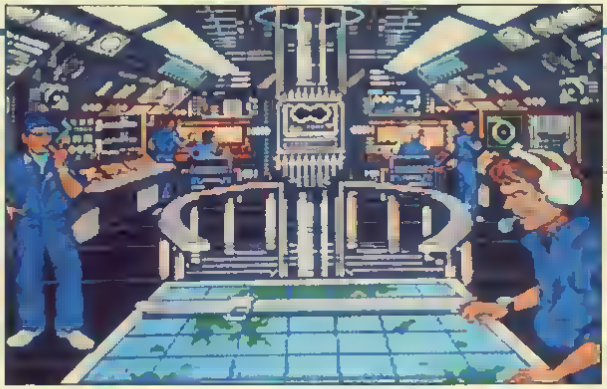
Mark Patterson



Your many, varied positions

GRAPHICS	71%
SOUND	76%
PLAYABILITY	83%
LASTABILITY	74%

75%



The centre of your miniature universe

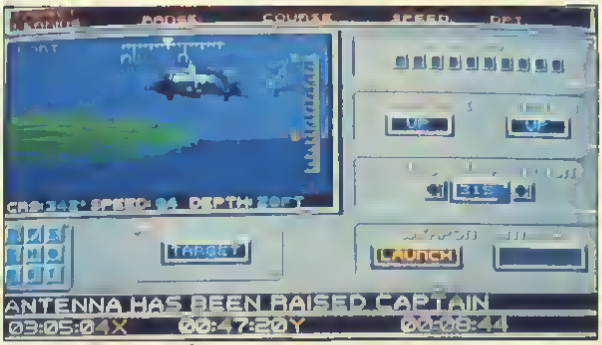
"Yes, hearing the 'ping' of the sonar all day get o

688 ATTACK SUB

CU SCREEN STAR

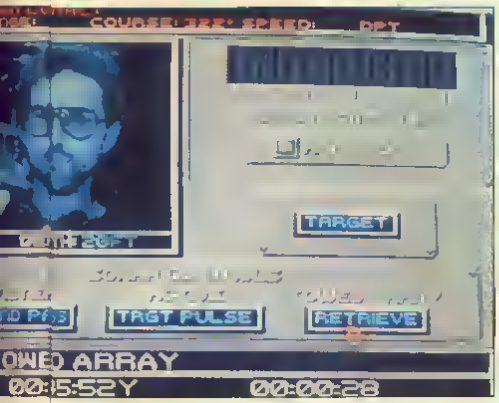
If you're one of those people who thinks that a sub is a loan you get off a Cockney then you probably think that submarine simulations are dull and boring. Think again. Not only does *688 A S* have enough trigger happy action to keep you happy, it also has a depth of playability that even HMS Conqueror couldn't match.

I don't care what the Admirals of the world may say about the submarine's surveillance and

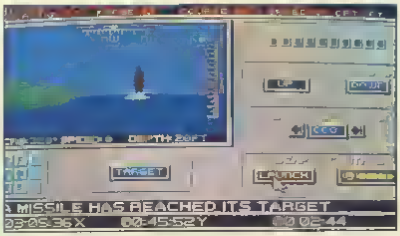


The surveillance copter has come for you

Electronic Arts
Price: £24.99



'r all day he got on my nerves '



That friendly trawler is down but not out

Where is that submarine hiding?

another shot should do the trick

stealth capabilities to me a sub has always been a big grey thing that pops out of the water occasionally and kills everything in sight The game doesn t claim to be an accurate simulation of the U S 688 and the Russian Alfa class subs But it certainly gives the impression of being an accurate insight into the workings of a sub, showing you exactly *how* to assault and how surveillance missions are carried out.

As Captain of either of the two submarines, you have to complete a series of missions, ranging from the small such as shaking off an opposing sub to full scale participation in World War III

The game is controlled from the main deck of the sub You can move around to various stations by clicking on them and give orders to the crew This is not as simple as it sounds Just moving requires you to tell the navigator where to place waypoints and the pilot the speed and depth at which to travel

Stealth is the name of the game Attacking boats is a very tricky thing to do if you want to remain unseen as you have to come up to 20 fast and raise your periscope to achieve visual confirmation More often than not, an enemy helicopter will be waiting for you when you surface and will sound the alarm. Once your cover is blown, you re in trouble matey

The graphics are brilliant Almost all of the pictures in the game are digitised and the view from the periscope when attacking ships can be very impressive indeed The animation rate is low as are the number of frames of animation, but with a game like this who needs silky smooth animation?

The sound is stunning too All effects are sampled and very atmospheric though I m not too sure about the happy warbling speech giving you messages such as We ve been hit! We re all going to die!

I had a lot of fun playing this and soon I was hooked It s nowhere near as involved as *Red Storm Rising*, but it is an atmospheric product, and a highly exhilarating one at that But I would advise you check it out if you re after something to tax the brain

Tony Dillon

Would you trust this man to sail below sea level?

SOUND	87%
GRAPHICS	90%
PLAYABILITY	85%
LASTABILITY	81%

86%

HAMMERFIST

Hammer that pillar!

Scuba diving isn't all fun

Forged from the talents of Mev Dinc (father of the *Last Ninja*) John Twiddy (men of many a high score table) the amiable Hugh Riley and Amiga programmer Andrew Bond *Hammerfist* is Vivid Image's more than worthy first entrance to the Amiga market

Hammerfist is an out-and-out arcade game, with a suitable arcade plot A wrinkle tacked megalomaniac known as the Master is grabbing all the world's top talents and turning them into obedient holograms It's down to Hammerfist and his counterpart, Metallaia, to overthrow the Master

The Master is hidden at the end of one hundred and twenty-eight screens each one of which is different To start with each room is locked The security locking system will only deactivate when enough objects have been destroyed freeing Hammerfist.

Blowing a room apart can be done in several ways Method one is to run about blasting all the aliens robots, fish and plant life Method two is pretty much the same except taking time out to wreck computers and furniture

Hammerfist is truly the man for the job Armed with a laser spitting glove that doubles up as a jack hammer he's deadly His main drawback is that he's about as athletic as a tree sloth So when it comes to jumping about and somersaulting a quick jab up on the joystick transforms Hammerfist into Metallaia, his highly agile female alter-ego A hermaphrodite in every sense

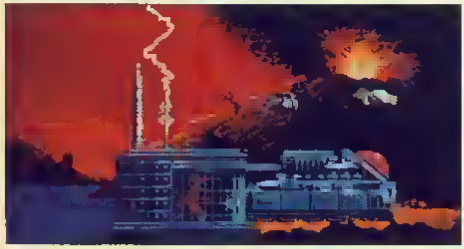
And that's *Hammerfist*. There's not a lot to it, but what's there is superb *Hammerfist* is bright well coloured and full of action The sound is pretty smart, too with a euro-bop tune ringing out of the speakers.

One game that could be converted to coin-op and survive Fast, furious and pretty damn good You can't afford to miss it if you're a serious arcadester

Mark Patterson

CU SCREEN STAR

Don't worry that volcano can't harm you



Take out the computers to open this door

Activision
Price: £24.99

SOUND	76%
GRAPHICS	82%
LASTABILITY	86%
PLAYABILITY	88%

88%

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V	H	I	F	H	E	U	C	E	R	W	H	E	H	U	S	A	O	C	L
I	L	F	A	O	R	F	Y	J	O	A	J	E	V	S	W	F	D	G	H
S	D	S	S	T	Q	L	U	H	I	P	H	E	T	T	U	D	R	W	Z
C	N	C	C	R	S	S	A	T	T	X	R	D	P	R	O	G	H	O	S
G	O	N	O	E	R	E	A	O	Y	O	N	O	H	Y	A	V	Y	A	F
F	F	N	A	S	Z	E	K	C	D	P	S	P	S	A	F	H	R	T	E
S	H	N	F	P	H	P	O	O	S	F	H	R	Y	Z	S	H	C	A	I
H	S	S	J	U	Y	O	H	N	O	Z	S	Z	S	A	X	R	G	P	S
H	I	N	F	F	T	M	P	R	H	Y	F	Q	U	K	X	I	Q	H	C
F	H	H	J	C	O	E	D	T	L	L	Q	T	V	A	H	H	H	W	G
C	Q	I	Y	C	I	D	R	F	K	H	F	V	F	A	A	K	X	Z	X
A	H	H	F	U	D	E	F	H	H	V	C	S	Y	I	L	X	H	U	I
I	T	I	D	G	V	U	R	A	W	C	F	D	A	R	T	H	H	A	Y
T	Y	A	E	S	S	R	D	A	N	U	X	W	J	K	L	A	C	H	Y
L	V	X	H	T	F	Z	O	S	C	P	V	Q	Y	U	A	J	P	U	G
F	Q	J	S	I	V	C	L	S	C	H	A	T	Z	R	R	E	E	S	Q
E	E	K	V	U	S	Y	S	V	H	E	U	I	S	S	U	N	Z	S	T
T	S	Z	Q	S	S	T	D	T	D	S	U	S	X	D	X	Y	S	D	I

The first correct entry from the accumulated mail will receive a £100.00 Software Voucher which will be exchanged for Computer Software. All entries to be returned by 31st May 1990 prize winner will be notified direct and printed in this magazine.

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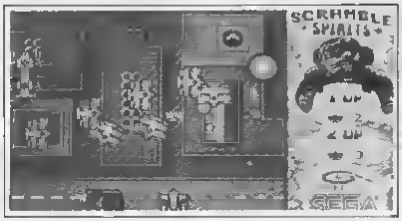

Dogfight in the future

SCRAMBLE SPIRITS

I've heard of close conversions before but this has to be the closest an Amiga game has come to the ST version that I've ever known.

Scramble Spirits is very similar to another game by the name of *Flying Shark*, similar indeed to almost any other vertically scrolling shoot-em-up that allows you to drop bombs on tanks, fly over sea, land and lets you collect extra weapons. *Scramble Spirits* lacks originality.

Except perhaps for forcing away the frontiers of light entertainment. Indeed, it only takes a moment or two of joystick bashing to bring home just what a dead end you've run into.

The graphics are small, blocky, coloured in a harsh, almost childish way and have no frames of animation at all. The smallest movement you can make seems to be six pixels in any direction.

The sound is confined to a dull, plinky tune. A game like this ought to conjure up the thrills and spills of aerobatic gunplay.

Instead of reaching for the sky, the gameplay drops like a stone. Because of the jerky, almost unpredictable way your plane handles, it is frustratingly hard to actually avoid anything when it comes to light situations. That coupled with the speed of the enemy and their bullets means it is almost impossible to get anywhere. The end sequence could be the finest piece of 16-bit programming known to man, but what's the point if no-one will ever see it without a cheat mode?

Tony Dillon

Up and away

Flying and falling — Grandslam's game

Grandslam
Price: £19.95

SOUND	52%
GRAPHICS	48%
PLAYABILITY	43%
LASTABILITY	33%

50%

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Dirk's back and so's his trusty broadsword

SINGE'S CASTLE

What another Don Gluth game? This one actually has a surprise up its sleeve

Dragon's Lair and *Space Ace* both featured excellent graphics and fantastic sound digitised from the laser disk arcade machines However the lack of game play reflected in the middling ratings it received in the software, although this was by no means the case with the Gallup charts

Singe's Castle improves upon its forebears though with the aid of three difficulty levels and a small brown box The first level is easy and only eight stages long The small box at bottom of the screen flashes up the appropriate joystick move a second or so before it is required On this level it only takes about half an hour to go right through (although you don't get the finishing sequence) On the intermediate section there's fifteen stages and even less time to complete the moves (and no end sequence) The hard level has twenty stages and you need to be able to have remembered all the moves from the medium levels and you need to have split second timing to complete the new sections which appear More importantly if you complete this you get the cartoon show at the end which is well worth seeing

This does wonders for the game It manages to drag itself out of the swamp of mediocre software brushes itself down and becomes quite presentable The addition of difficulty levels decent presentation and the little help box makes an amazing difference

Naturally the graphics are very good indeed The short animated sequences have to be seen to be appreciated Unfortunately the graphics lend call for an impromptu two player mode one to play an done to goggle and say Did you see this? Again the sound is sampled straight from the arcade machine

At last Ei seem to have got the laser disk conversions pretty much of pat. All it takes is five disks two drives and meg to get everything running smoothly Well worth checking out

Mark Patterson

Take that and that and

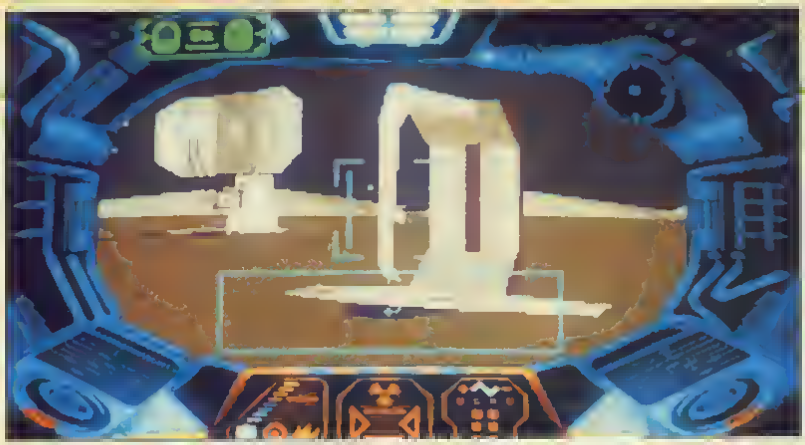
So what do you think of the satchel?

We reviewed *Singe's Castle* with one megabyte and two drives Although the amount of drives doesn't actually effect the gameplay the lack of memory expansion does Unexpanded Amigas will not feature sound or some of the graphic effects and the marks would be lowered accordingly

Entertainment International
Price: £44.95

SOUND	85%
GRAPHICS	94%
PLAYABILITY	76%
LASTABILITY	69%

73%



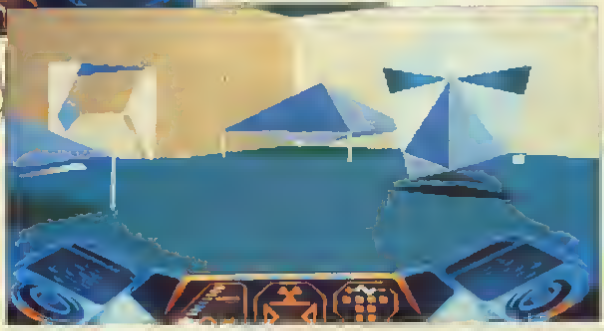
The transporter to the underground complex. Now how do I work it?

INFESTATI

Star Trek transporter room

There's something lurking out there!

"If you want to get a head, get a gas canister



Psygnosis
Price: £24.95

Looks like one mother of a mover!

TION

Whoops!

Whel? No free T Shirt? Oh well with a game this good who needs a T shirt? *Infestation* is all about a small space colony that has been invaded and destroyed by a band of marauding aliens You Captain KAL SOLAR (to be pronounced in a big booming voice) have to travel alone to the colony get inside the underground system seek out the eggs destroy them and then atomise the planet by setting the nuclear power source to critical mass Well there s no harm in making sure none of the nasty little critters get away is there? What s a mere planet in this day and age?

The aliens aren t all you re likely to come up against. Alone on the surface of the planet you find yourself being attacked by lots of scuttling little spiders and not so-scuttling large killer robot guards. Work out how to get underground — I m not going to tell you how — and you ll find there are many other hazards to deal with Many of the areas are radioactive There are robots and computer systems turned haywire and hostile Even simple things such as doorways can cause death In most cases you will walk through two sets of doors, joined by a short passageway To open the second door the first must be closed It s all too easy to try and open the second not realising that you re stood in the path of the first one and blam!!!

Your task is made slightly easier by your space suit It provides you with oxygen when there s none shielding from heat and radiation a shoulder-mounted laser rifle and an on-board computer system that gives you lots of wonderful toys such as a complete navigational system that allows you to find your way through the labyrinth of tunnels and doors You also get a note-book complete physical analysis at a glance, an inventory and of course those ever important laser rifle sights The problems? The suit only has a limited oxygen supply and a limited battery life both of which have to be constantly topped up by collecting the special pods which litter the complex

The graphics, in particular the stunning title screen are amazing They re not as superfast as *Conquerer* or *Starglider 2* but they are very detailed and there are a hell of a lot of vectors on screen at any one time and they do move quickly Not only does the graphics system do everything that Freescape has ever promised to do it does it ten times better The feeling of realism is incredible It doesn t happen right away, of course For the first hour or so you play it ajust a game but once you start getting places, the feeling of actually being there is overwhelming

One room actually made me tremble In one corner there is a screwdriver In another there is a battery for your suit, and slap bang in the middle la the huge floating head with glowing eyes that always turns to face you It can kill you on contact but doesn t ever move towards you It just hovers menacingly in mid air I swear if it ever moved I d have a heart attack The ventilation system worried me too After ten minutes of crawling along the seemingly endless maze of tunnels I had to remove my helmet regardless of whether or not there was oxygen I d rather die from asphyxiation than from claustrophobia.

Quite simply *Infestation* is an incredible game I d even go as far as to say it s a game that every Amiga owner should have And every ST owner too Truly a top-notch release

Tony Dillon

Short circuit returns

SOUND	82%
GRAPHICS	94%
PLAYABILITY	94%
LASTABILITY	92%

94%

CU SCREEN STAR

These tanks are yours so don t shoot

SHERMAN M4

Falling somewhere along the lines of an arcade player s *Tank Platoon*, *Sherman M4* gives you the opportunity to sleep between the metal sheets of a Sherman M4 tank and take command of an attack platoon.

I must admit, I was a bit dubious about the arrival of yet another tank game , however.. all fears of the word average were disintegrated in a blaze of cannonfire. Sherman M4 is very cool indeed.

A standard platoon consists of four Sherman tanks and a couple of jeeps if you re lucky. You d better look after them because they re the only vehicles you have through the campaigns which can have anything between five and eight missions. The jeeps are unarmed, and therefore are only really useful for spying on enemy operations. They aren t particularly resilient so you have to take extra care with them.

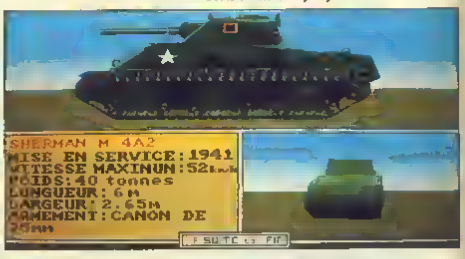
The tanks are great fun. Each one can take quite a lot of knocking about so long as you don t drive them over mines. The graphics aren t the most complex, filled vectors I've seen but they are some of the fastest. The use of a sprite horizon makes the landscape quite impressive despite the small offering of landscape features. A few trees a couple of enemy bunkers and a river here and there seem to be all there is on offer. That said if I get caught in a clump of trees again I ll scream.

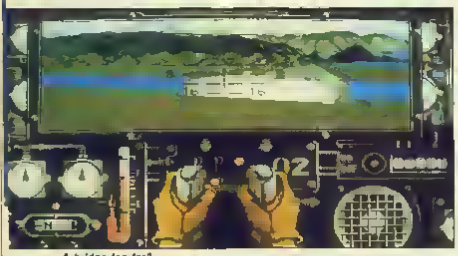
M4 Sherman is very atmospheric. The relative ease of play means that you can get stuck in immediately and once you've had your rundle around blowing up trees and churches with gay abandon and you begin planning strategies properly wild horses couldn t drag you away.

This is an extremely good game. A clear winner for US Gold and a game worth buying if you re after a fun strategy game or a fast 3D blast along the lines of *Battlezone*.

Tony Dillon

Beats a Ferrari any day





A bridge too far?

What are "Chenilles"?

US Gold
Price: £24.99

SOUND	81%
GRAPHICS	86%
PLAYABILITY	85%
LASTABILITY	87%

86%

SOVEREIGN SOFTWARE

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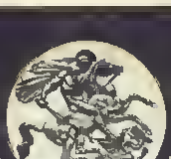

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Of Sim City **ACE said** 'Sim City is a policean's or a gamesplayer's dream companions spring immediately to mind with Populous but Sim City seems to have much more depth " and **C&VG said** "Sim City is utterly fab!"

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HIGHWAY PATROL 2

The graphics are great — especially the horizons

Aim, turn and drive

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Turning for a burning

Of course, before you can stop the enemy car in true chase style by overtaking it and skidding to a halt to block the road, you have to find it, and that's no mean feat in itself. The map of the landscape is huge, and full of lots of little interconnected roads, so constant monitoring of the supplied map is a necessity. Not only do you have to keep track of where you are, you also have to keep an eye out for where the opposing car is, and try and work out some feasible way of getting to it. All this while driving, it's tough.

Er, follow that car?

The still graphics are very impressive: the lovely graduated horizon gives a wonderful feeling of distance, and the other cars are large and really detailed. The only real problems set in when the thing starts moving. The update is appalling, and that's only on the roadway. The update of the other cars is even worse. There can't be any more than six frames from horizon to near distance, and when the cars turn, I'm sadly reminded of the ill fated *Crazy Cars*.

The sound, on the other hand, is pretty good. The tune that intros the game is a bit weak, but the in-game FX are great. Hear those sirens whine, and the sound of your bullets striking opposing cars and cacti alike.

It does provide some fun, though I find the overcomplicated map system a little off putting at times. Worth a blast, but with smoother scrolling and perhaps an in-game map it would be worth buying.

Tony Dillon

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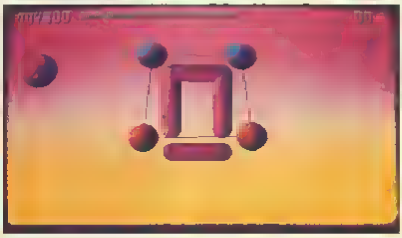
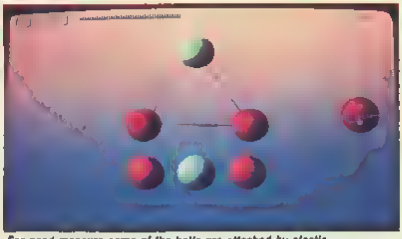
Each level has a number of balls you have to make disappear within a narrow time limit

E-MOTION



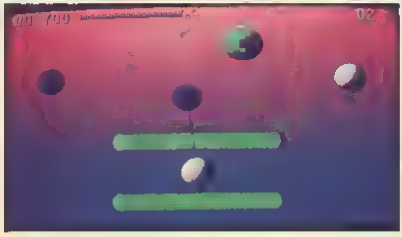
The New Age arrives in software. At last the Amiga can boast a game you'll be proud to boot up when your crystal analyst comes round to listen to your collection of Brian Eno LPs. *E Motion* is one of those games in which gameplay is everything — *E Motion* is very much back to basics.

Like all the best games of its kind the idea is a simple one. You have a ship — and by manoeuvring it in an *Asteroids* type manner you have to knock pairs of matching balls together to make them disappear. If however you send different coloured spheres careering into each other you're rewarded with another one you have to get rid of. As game-playe go it requires dexterity, subtlety and restraint, so if your idea of a good time is a few rounds of Rambo III it's quite likely that this isn't the game for you. Frankly *E-Motion* can be bloody irritating: you can be just about to complete a difficult manoeuvre and a little misjudgement or slip of the joystick can give you twice as much work as you started with. Then again, it's also highly addictive. *E-Motion* is that rarest of games — an original.



For good measure some of the balls are attached by elastic

To make sure it's hard there are obstacles to avoid



With credit to the programmers *E Motion* has real character. Everytime you collide with anything there is a symphonic chiming which adds to the ambient atmosphere and the brightly coloured screens are as easy on the eye as possible. The complexity of the levels is nicely graduated. There are bonus levels and plenty of variation on the theme, so it's appeal should last a lot longer than the average piece of software. After a few hours of dabbing with the game I got the feeling that although *E-Motion* is original, stylish and highly playable there's something about it that makes it fall short of being a true classic. It could be that it's a little fussy for my tastes, dare I say a little poncy. I'm just not sure that the aggro involved in getting through the game is worth it. All I can be sure of is that after reviewing it, I have an irresistable urge to reach for a Napalm Death tape and give the volume control a severe yank.

Mark Heley

SOUND	65%
GRAPHICS	68%
PLAYABILITY	61%
LASTABILITY	78%

74%

US Gold
Price: £24.99

PLA
MA

The corner kick team Kick Off style

You can't play two-player — it's you against the computer, but, boy, is he tough!

How many times have we lost at *Kick Off* and said "Oh I must have had a bad team"? How many time have we been faced with a far superior computer team and wished we could have done something about it? Wish no more. *Player Manager* has finally arrived, and it's far better than I ever expected.

A Logical progression from *Kick Off*, the core of the game remains basically the same. After all, the centre of any football management game is the match itself, and what better thing to play than *Kick Off*?

As the title suggests, you're a player manager, much along the lines of Kenny Dalglish a role in Liverpool, so really you have two games for the price of one.

Make no mistake. It is *Kick Off* plain and simple, with one or two variations. For a start, each player is now strongly affected by injury and stamina levels. Bring a player down once too many and he'll limp off the pitch and be rendered out of the game for a few weeks. Stamina is another crucial factor, as your number 9 striker may be able to out run anything on the pitch, though he may have trouble keeping up with the opposing defenders after half time. For the first time in a football game, those rows and rows of little statistics actually seem to mean something.

You only play one player against the computer, which is a bit of a let down where *Kick Off* is concerned, but the computer is no push over. Each team plays differently and is composed of different skilled players, so studying form and playing strategies is of vital importance if you want to get anywhere.

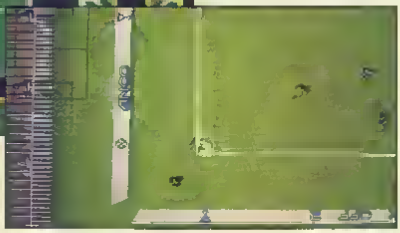
But where *PM* really holds it own is on the management side. Here, in amongst all the detailed form sheets and generous assortment of menus, is where all the important decisions are made, starting right off with who you are. There are basically two roles you can play. The first, and possibly the easiest, is the true managerial role, in which case you can play the whole team, as in *Kick Off*. The other role, and one I find a bit odd, is the role of a true player manager, where you still make all the managerial choices, but can only play football as one member of the team. No more passing to yourself across the pitch, as if were in this mode, you can only

Anco
Price: £19.95

Football is quite a popular subject at the local EMAP water hole, and there are many usually quiet members of staff who suddenly become amazingly articulate at the first mention of astroturf. A night in the pub with Mike Pattenden can turn into quite an educational one. For example, did you know:
The fastest own goal in league history was scored by Pat Kruse of Torquay United in around 8 seconds after kick off?
Or did you know:
Tony "Donkey" Adams is the only player in footballing history to score a goal for both sides in both a national and an international match?
The smallest crowd ever to turn up for a full international match was 2,315 stalwart fans for Wales vs N. Ireland in May, 1882.
And two small, though significant facts:
The smallest paying crowd for a league match was on the 7th May 1921 at a match at the Old Trafford ground between Stockport County and Leicester City. The total number of paying punters was 13.

LAYER
ANAGER

Fouls mean mad referees



Time for a corner again

Statistics at last which actually mean something

play your chosen position and have to work with the computer operating the rest of your team for you. Tough to play, but infinitely more rewarding.

As management games go *Player Manager* is definitely a step in the right direction. A lot of the menus and options cover old ground, but in the case of player transfer markets and financial details that's unavoidable. However, possibly one of the most impressive options yet seen on a managerial game and the keystone to addictiveness and involvement of this game is the Tactics option. Forget selecting 4-2-4 or 4-3-3. *PM* lets you plan all your set pieces just the way you want them. An infinite amount of different strategies are available to you, the only limit is your imagination. By placing the players in the best positions for your style of play, and marking out approximate trace lines telling each player where they should be for any given moment, you'll never be able to say that you aren't in full control of your game.

At last a management game that requires true management skills. Add to that the most addictive arcade soccer game ever and if you don't have a winner I'll buy you a drink.

Tony Dillon

SOUND	79%	94%
GRAPHICS	83%	
LASTABILITY	86%	
PLAYABILITY	94%	

GRAND NATIONAL

Bee goes — you can buy 'em flog 'em or place a flutter on 'em Sadly if they fall they may end up as dog meat

This is the official licence of the Seagram Grand National 1990 incorporating all of the participating horses and some jolly nice sound effects

At the start of your career (which can last for 1 5 or 10 years you decide) you have no horses and £10 000 The first thing you have to do is buy a horse to ride in the National Clicking on the appropriate icon gives a list of nags some are top class fillies that cost loo much the ones you can afford initially are pretty run-of the-mill

To make your money back you can place bets on any of the horses running including your own and if you ve bought a really duff horse you re going to need all the money you can lay your hands on

Select which of your horses to ride and you re under starters orders The race is represented slightly unusually There are three windows on screen all of which you have to watch The first and smallest window has a plan view of the course with your nag as a little flashing dot The text below this window also gives you current race details, such as time and your current position

Window number two has a side-on view of the horse galloping along the track and gives you a visual representation of your horse approaching fences allow ing you to judge the best moment to jump Finally window three the largest, provides you with a top view of the race showing you on your horse and any other nearby It s from this screen that you steer your horse through the race and it also contains speed and stamina meters The higher the speed meter the faster your stamine falls The key is finding a good balance of speed and energy

The graphics aren t bad by any standard but they are little too functional And for the most part the same applies to the sound But that said I like the sampled speech which announces the winners although the jingly tune that plays on the options screen grates slightly

It s fun, there s no doubt about that but I do feel that it could do with a steroid or two in both gameplay and variety, and probably falters in the lastability stakes

Tony Dillon

Elite
Price: £19.99

SOUND	75%
GRAPHICS	78%
PLAYABILITY	69%
LASTABILITY	60%

71%

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INTO THE

VALLEY

Just a glance through the heavy-handed text which accompanies Starbyte's latest RPG leads us to believe that *R.O.M.* is quite a meaty piece of software. Indeed, the quest itself is attractive. You, as Crown Prince of some unknown land, have to deal with one of the greatest adversaries of Greek mythology, the Medusa herself. For the sake of the story Medusa has control over a 'hell-army' who aim to take over this, a green and pleasant land and you have to

Starbyte
Amiga
Price: £29.99

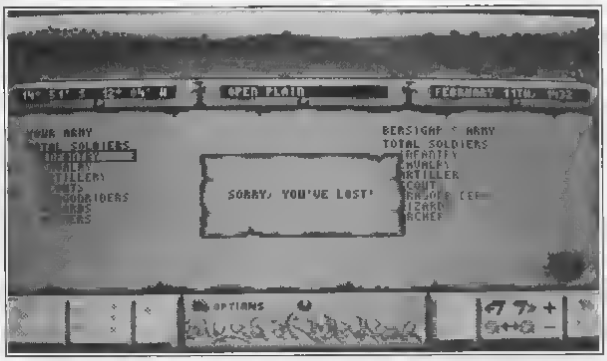
RINGS OF MEDUSA

deal with her once and for all.

The game is viewed on three levels. The first, and most common, is an overhead view of a part of the land, with you as a small sprite. Using the mouse, you move this sprite around the map, guiding yourself toward towns where you can make money by trading goods; buy soldiers, weapons and transport, and of course search for the five rings. The towns are represented by a map, with buildings highlighted and named. By clicking on these buildings you can enter them.

The third level is the fighting screen, not completely dissimilar to *Joan of Arc* in that both armies are viewed as small clusters of dots with a group of icons to control the movement of your attacking forces.

The game itself is controlled by a series of icons at the bottom of the screen that really provide nothing but the most basic functions — simple object and monetary manipulation, some communication interaction (a YES and a NO button for answering questions) and disk commands. It's this simplicity which really



put me off the game to start with. Simple controls are fine if put to such good effect as, say, *Times of Lore*. Unfortunately, the controls are only set for the most basic functions, and this makes the gameplay primitive.

And it is really this complete lack of ingenuity which has spoiled *R.O.M.* for me. What could have been a highly enjoyable and involving RPG has turned out to be nothing more than a superficial trading game with some strategy elements. Yes, the graphics are very nice, but that will never be a saving grace of any RPG. If there's one thing products of this genre cannot afford to be, it's superficial.

GRAPHICS: 81%
PLAYABILITY: 56%
PUZZLEABILITY: 59%

65%

Keith unlocks a diary this month, and no doubt reveals a musty map. What else is KC up to? Getting the dog into the kitchen, searching for the High Lord and doing a few turns, that's what.

JOURNEY

Every now and again a clue gets cocked up..and this seems to
have been the case in November s Valley "Your Nightfang clue was
wrong when you suggested that all the characters except Tag should
return immediately! Praxix should proceed..and he will find a
tree stump which will open if he casts the BLAZE spell on it "
writes Morten Repshus from Norway Oops! Thanks for
straightening things out, Morten

Geir Jensen from Trondheim also in Norway has reason to
believe he is very near the end of his Journey But before he can
reach his goal he must get the island He has been recommended
two ships but whichever he chooses he and his party get killed on
the voyage So which of the ships should he use or is there
yet another of which he is not aware that will give him safe
passage?

PERSONAL NIGHTMARE

Mark Covenev was looking for a way to open the locked diary
a month or two back Here s how with the help of Marc Baldwin of
Bolton
Go into the kitchen at the Dog and Dirk after 11 30 pm Put
the plug in the sink, and turn on the taps to flush the evil
water demon down the drain Look in the washing machine and
examine the pair of pants you ll find inside to get the key

DRACULA

Wayne Jacques has been sitting in a coach for an awfully long
time now For 348 turns in fact and it still hasn t stopped!
Should he try jumping while it s in motion or perhaps make a grab
for the handbrake?

BARD'S TALE I

How exactly do you input that long sentence the one that
Peter Gawthorpe was struggling to force into the input buffer a
few weeks ago, in answer to the magic mouth on level 3?

Wayne Cooper of Wakefield has come up with the answer you
simply press RETURN after each word "All you have to do now is
to find the exit " adds Wayne "A quick way of doing this is to
cast APAR N+5 E+7 UP O " Wayne says he will be happy to help
anyone on any of the three Bard s Tales, provided they send an
SAE His address is 71 Silcoates Street Peacock Estate
Wakefield, West Yorkshire WF2 0EA

And on a different note Jeremey Gowland of Tasmania would
like to know what the Onyx item is, and where to find it

KEEF THE THIEF

Øyvind Adnoy is stuck not only in Legend of the Sword but
is having trouble in Keef The Thief too "I have found four
artifacts Plate of Strength Arm of Wealth Arm of Love and
Artifact of Mem Where will I find the last two? And how do I
mix the spell Riteus Gardus?"

LEGEND OF THE SWORD

"Am I supposed to do something with the crocodile?" asks
Øyvind Adnoy from Norway "And what about the beaver? I can
kill it, but I can t get rid of it! Further south Klaus Conrad
in Malta is battling against other problems He has tried
everything except kissing the Mudbeasts to get rid of them and
failed And he s also searching for the High Lord s skull Has
ANYONE overcome the dreaded Mudbeasts? I ve certainly not heard
a whisper from anywhere on this sticky subject.

DUNGEON MASTER

Who knows of a quick and easy way to kill the knights?

INTO THE VAL

Klaus Conrad has a method which takes him years on end to complete and will never get through his exams if he can t speed things up!

Write with your problems and any answers that may help fellow adventurers to me at The Valley CU Priory Court, 30-32 Farringdon Lane London EC1R 3AU

COMMENT

I like reading Role Playing and Fighting Fantasy books so I bought the game Temple Of Terror All was going well I was flying on the eagle when I encountered a pterodactyl It is a year from the time I first encountered the pterodactyl and I still dnn t know the command I must use to kill or pass it It s no use reading the book since the eagle and pterodactyl use dice combat Can you help me?

On the brighter side I believe your adventure section is good I mean great and half-brained twits who say adventures are boring should be flogged

Paul De Angelis,
Melbourne

Campbell's Comment! A little bit violent don't you think? Personally I'd stand them knee-deep in evil smelling mud, and then set chiggers loose on them.

A few months ago I bought a pack under the Rainbird label only to find one of the tapes was damaged I sent the tape back to the address given in the instructions but it came back about two weeks later and it said on the envelope that the company had gone away I was wondering would it be possible for you to give me Rainbird s new address?

Wayne Jacques
Waterford Ireland

Campbell's Comment What a fine example of communications from communications experts, British Telecom, previous owners of Rainbird! I'm appalled that they didn t arrange for mail to be forwarded to Microprose, to whom they sold the company The address of Microprose is. 2 Market Place, Tetbury, Gloucestershire GL8 8DA.

I have just purchased Space Quest III and I think the backdrops early in the game are fantastic and I suffer fits of laughter whenever I load it up I haven t seen a review for SQ1 or SQ2 They are for sale in Oz for $50 each, but are they worth this much? Although the humour and puzzle solving elements will (I presume) still be in abundance are the graphics as good? Are they as playable as SQ3?

Greg Trenowden,
Adelaide

Campbell's Comment. No, they are not so good graphically Sierra have been using their enhanced system on the latest games, which gives far better resolution and animation The starting points for the upgrade are King's Quest IV, Space Quest III, Police Quest II, and Larry II But the older games are quite playable after all, those were the games that became popular enough to make it worthwhile for Sierra to improve their system! You'll find a review of SQ2 in the April #9 Valley.

Thanks for help this month to Paul Hardy Sheffield Morten Repshus Kristiansand Norway Wayne Cooper Wakefield and Klaus Conrad Malta

VENOM
Tell Harg to drop his sword then take the it and you should be able to control him

MAJIK
Find Boldok and give him your magical sphere Then kill him before he has a chance to escape Take the sphere and the jewel go west and show the emerald to Capriol

INDY ADVENTURE
To pass the guards at the checkpoint after the plane crash offer something to each of them

RIGEL S REVENGE
To pass the android examine its head carefully and then use the can on what you see

SHADOWS OF MORDOR
To move the logs drag them You need help with this and it will take two journeys

JOURNEY
To gain the confidence of the wood elf say TAG LA, BRAN AGRITH

BARD S TALE 3
The bows and arrows are in the burial chamber

BARD S TALE 1
The Mad God s eye is in the NE corner of the third level of the catacombs There is a false wall in that corner

HEROES OF THE LANCE
To kill the dragon cast a deflect dragon breath spell then attack it with arrows rocks or spells aiming them low at its tail

LEY

Mark Patterson is here with news about adventures and RPGs, licences from live role playing sets, and a handy new guide to programming your own adventures.

Adventures from the Continent could well be this year's flavour, and the next will be **Final Command** by Ubisoft

After twenty-one years of war, a breakthrough in interstellar travel unites the battling superpowers

Twenty years later Earth inexplicably loses contact with one of it's bases and it s down to you to check it out I sure hope there s no ALIENS about

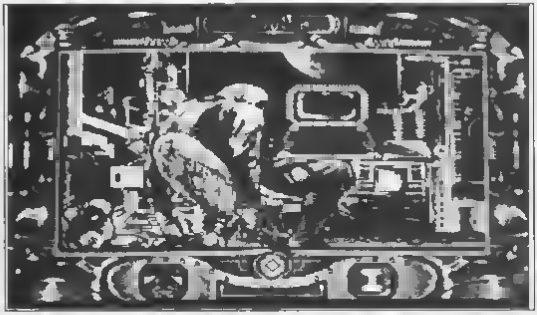
Despite its borrowed sounding plot, *Final Command* will be an icon driven adventure where, we re informed, you'll never quite knew what s around the corner A sort of cross between *Captain Blood* and *De Ja Vu* I suspect

Back on more familiar territory–and there are many of us about — junkies who have completed Sierra s previous products and crave a new fix Never fear help is on it s way

The Colonel s Bequest casts you as Laura Bow, a college student who suffers from murder mystery syndrome Trouble just can t help but find her

Currently PC only, the Amiga version should be ready just before summer, featuring all Sierra s usual tricks and bits plus a few new surprises And watch out for another new bob from Gainstar **The Island of Lost Hope** will follow the not unimpressive Dungeon Quest, but the pirate-themed game promises to be more graphics lod

Why read it when you can play it? D&D role playing has been a great inspiration for adventures and RPGs — but watch out for a new range of home computer releases based upon the current fad for role playing with a cyberspace theme



Out soon Final Command and The Island of Lost Hope

Cyberspace the game features all the hazards and psychedelic trappings of a net junkie , from burnouts to physical modification set in the seedy real world of drugs and organised crime

The widely acclaimed Cyberspace by Iron Crown Enterprises is priced

Tipped for a licence ICE s Cyberspace

£9 99 and available from Virgin games and other good games stores

And by way of postscript to that story, check out the Philip K Dick award winning **Homunculus**, the new Steam Punk novel by James P. Blaylock

Anyone acquainted with CU should be familiar with the concept of cyberspace by now — but steampunk is the next progression

What if computers had been invented a century ago? Would they be steam and brass tubes instead of AC and the chip?

Homunculus is being widely touted as an RPG licence Read it it s great it s published by Morrigan and should be in the shops now

And now for our final browse through the bookshelves Everybody knows that adventuring's no doddle That s why we do it right? But maybe it s too much to bear being stuck in a stinking bog or being constantly killed by Orcs? Or maybe you can t find the magician s magical cloak? Well ponder no more, try writing your own adventures

Published by Amazon Systems *Computer Adventures — The Secret Art* — is a must for all would-be adventure programmers who just can t find a decent foothold

Priced at £7 95, it should be available at your local computer shop now

INTO THE VALLEY

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- Genlock is the latest "buzzword" on the Amiga it's a device that allows you to mix computer text/graphics with live video pictures from either a camera or VCR. "Desktop Video" as it's become is probably the fastest growing productivity application for the Amiga.
- With the Datel Pro-Genlock, you can do all the things previously only possible with units costing hundreds of pounds!!
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- Switch selectable to view video input/overlay graphic or both (combined signal)
- Top quality unit features VLSI Motorola ship as used as commercial devices

BUT THAT'S NOT ALL...

- Unique fader control allows overlay to fade to or out. Ideal for ending captions etc
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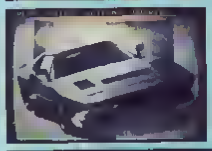

- 256 x 256 display with 16 grey levels
- Realtime frame grab 1/50th second.
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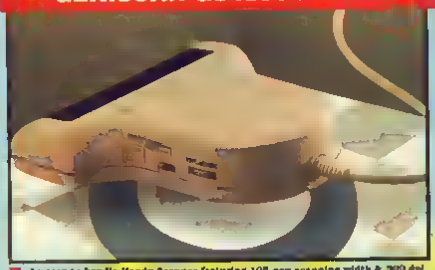

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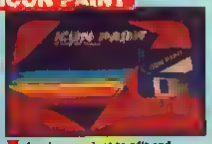

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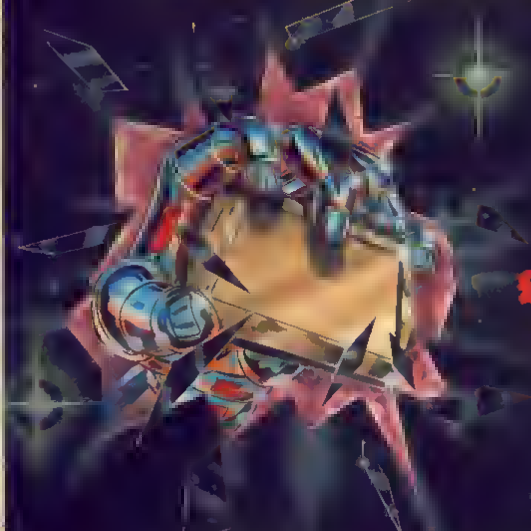

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THE WORLD'S MOST POWERFUL FREEZER-UTILITY CARTRIDGE IS HERE

JUST LOOK AT THE UNMATCHED RANGE OF FEATURES

AMIGA ACTION REPLAY SIMPLY PLUGS INTO THE EXPANSION PORT OF YOUR AMIGA 500 AND GIVES YOU THE POWER TO FREEZE MOST ANY PROGRAM, THEN YOU CAN:-

SAVE THE ENTIRE PROGRAM IN MEMORY TO DISK
Special compacting techniques enable upto 3 programs to fit on one disk. Unique FDOS power means that the programs reload at upto 4 TIMES FASTER than Amiga Dos - even independantly of the cartridge

UNIQUE INFINITE LIFE/TRAINER MODE
Allows you to generate more and even infinite lives, fuel ammo etc. Perfect as a trainer mode to get you past that "impossible" level! Very easy to use.

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The full sprite editor allows you to view/modify the whole sprite set including any attached sprites.

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Comprehensive virus detection and removal features to protect your software investment. Works with all presently known viruses

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Pictures and sound samples can be saved to disk. Files are IFF format suitable for use with all the major graphic and music packages.

SLOW MOTION MODE
Now you can slow down the action to your own pace. Easily adjustable from full speed to 20% speed. Ideal to help you through the tricky parts!

RESTART THE PROGRAM
Simply press a key and the program will continue where you left off

FULL STATUS REPORTING
At the press of a key now you can view the machine status including Fast Ram,Chip Ram, Ramdisk,Drive status,etc

PLUS THE MOST POWERFUL MACHINE CODE FREEZER/ MONITOR

MORE FEATURE THAN YOU COULD EVER NEED HERE ARE JUST SOME:

- Full M68000 Assembler/Disassembler
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- Jump to specific address
- Show Ram as text
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REMEMBER AT ALL TIMES YOU ARE INTERROGATING THE PROGRAM IN IT'S "FROZEN" STATE WITH ALL MEMORY AND REGISTERS INTACT.-INVALUABLE FOR THE DE-BUGGER OR JUST THE INQUISATIVE!

HOW TO GET YOUR AMIGA ACTION REPLAY...

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CU RESULTS

B-Movie Compo

There's nothing better for a fun night in than a few beers and a couple of really corny B-movies and it seems that a lot of you agree judging by the overflowing post sacks Or maybe you were tempted by the chance to win the luscious Philips VCR complete with teletext adapter

Of course the robot in the classic B Movie Forbidden Planet was called Robbie

So the Oscar for the reader who can recognise a low budget sci fi movie accompanied by the VCR and a copy of Forbidden Planet goes to Chris Norman Billericay The lucky ten runners-up, who get to take home a copy ofthe videot are Stuart Lloyd, from Anglesey John Watson Hull Stuart Hall Leigh Sean Glover Cambs Nick Thomas Worthing D Bruce Seaham Steve Mahr Monikie by Dundee Adnan McMahon Tooting Simon Beeby Leicester, Oliver Bell, Norwich

Ghouls compo

If there's one thing the ghost of Christmas past could never accuse us of being it's miserly Why we've offered you the chance to win a really neat little video camera, which just like regular cameras can take full colour high quality photographs, only unlike regular cameras it allows you to play back your holiday snaps on any convenient TV And all you had to do to win was to correctly identify the Charles Dickens novel "A Christmas Carol"

And this little gift goes off to Jon Taylor of Bovington The twenty copies of US Gold's *Ghouls 'n Ghosts* wing their separate ways to Marcos Morst from Whelstone Alan Wormald Sheffield Mark Ramsey Fife Robert Crosbie, Glasgow Marc Robinson, Billingham, M Mascarenhas, London Asha Kanm Manchester Gregory Davis Aberdeenshire Oren Harris Hemer W Germany Eric Wall Leicester, Efrem Kirk London Alan Ward Londonderry Stuart Baggott, Suffolk S A Morton Brighton J Dutton Cheshire, Jeff Townsend Birmingham, Gareth Bowell Hereford Barnaby Wood, Prestwood A F Cutler, Newton Abbot and finally Mike Worley, Hants Congrats all round

Fury Compo

We could tell that you lot out there were dying to get your hands on the natty little Philips 3LC2050 pocket TV So, we came up with some especially tough questions for such a special prize donated as ever by not-quite airman Tom "Toggy Glenister and not surprisingly a good handful or two of you had a bit of difficulty with them and just to put you out of your misery and to end your sleepless nights here are the correct answers Bearcat, Wildcat, Tomcat or Tigercat Mitsubishi Zero Enterprise Yorktown and Intrepid to name but a few The TV goes to none other than Mr D J Wood of Liverpool Ten people who each get the opportunity to have their very own copy of Wings of Fury are Bob Jones from Gloucester, A P Jones Newport Alex Crawford, Recklinghausen Noel Summer Cheshire S Rogalson Birmingham W Westerlaken Holland, S Chapman Wirral Steve Rookes Cleveland N Barnes Birmingham Lee James Chigwell Well done people

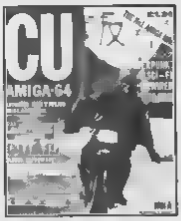
Midwinter

Not really much of a compo this one More of a compo ette Basically all you had to do to be in with a chance of winning the Microprose disk shaped Midwinter calculator is give us the name of Mike Singleton which is as the more astute of you out there may have already sussed Mike Singleton Lucky you Ian Oliver of Great Yarmouth no more counting on your fingers eh?

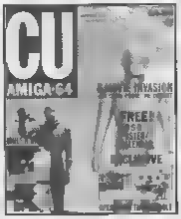
Gravity Compo

Feeling disorganised? We thought you might be which is why we have given you the chance to get your life back into some sort of shape with the amazing Agenda word processor/personal organizer All you had to do to win was to tell us that Black Holes are created by collapsing stars, Walt Disney made the movie The Black Hole and that E=Mc2 was discovered by Albert Tatlock sorry Einstein So what stopped you from entering? The prize has gone to Stephen Finnan from Barking Ten other readers each get what is generally regarded as not a poor substitute a copy of Gravity for their Amiga Those fortunate ten are David Standen from Winchester, M Beckett Newcastle Kelvin Harding Surrey, Mark Grzywalz St Albans Adam Wilson Isle Of Wight, James Warren Caterham D Chung Wood Green Paul Bennett Reading I E Campbell Blackpool Martin Swann Wrentham Eat your heart out Newton

C.U. SPECIAL OFFER



KICKING YOURSELF BECAUSE YOU MISSED A COPY OF



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WHILE STOCKS LAST!

HELPLINE

Remember to mark your envelope either 'Enquiries' or with the correct response code.

ENQUIRIES

STARCOMMAND

In my last mission I must find Princess Verthalda's escape POD near a blackhole I have searched in all the sectors near a blackhole but I have not found anything I have searched through Scientific, Espionage and Delivery missions

What more can I do?

Xavier Deulbert, Spain **Q1**

WEIRD DREAMS

Out of all my games only one has baffled me. Weird Dreams. I have had it since Christmas and still cannot complete it, please help.

Ryan Muncy **Q2**

LEATHERNECK

Now it's my turn to ask for help I am wrapped in Steve Bak's game LEATHERNECK, but I can't get far Can anyone help me I'm wrapped even more in SILKWORM, but try as I may I can't get past the ninth level I NEED HELP

Sebio, D'ortenzio, Melbourne **Q3**

DUNGEON MASTER

After playing Dungeon Master for the last month I have become struck on level 9. I would be more than grateful if someone could help me out by producing a map or some tips

Paul Turner **Q4**

OOZE

Help. I've got problems with Ooze! How can I get some food when I'm hungry and how can I get post the rats in the kitchen? Can I do anything with the mirror or can I use it somewhere? I'm having these problems on my Amiga!

Jerry Neeck, Belgium. **Q5**

LICENCE TO KILL

Has any-one got a cheat for the Domark version of Licence to Kill for the Amiga As I can't get any further than landing the first helicopter So the game's just sitting on my shelf now as I've tried everything

P Gold **Q6**

UNTOUCHABLES

I have bought "The Untouchables" and I cannot get off the third scene, will you please! please! send me a poke for infinite time or the ability to skip levels. Any poke will do

David Rothon **Q7**

POKES

I seem to be having some problems with pokes Everytime I enter one in to my computer the machine either crashes or prints "Guru software error" Please can you help me I just don't know what to do Is there something wrong with my computer? And if so, what?

From a desperate Amiga addict

J Spray, **Q8**

RAINBOW ISLAND

Please could somebody help me I am desparately in need of help for Rainbow Island I hear there is a secret room I would be so happy if I knew how to get there and where it is A poke would be nice as well I also need help with BUBBLE BOBBLE, any pokes or tips would be nice, thanks, for the Amiga

Mark Barry, **Q9**

XENON II

Can anyone help me with Xenon II A cheat would do nicely

Tung Chung, **Q12**

RESPONSES

SUPER PUFFY

I don't have a poke for Puffy but I do have some advice The second level is pretty tough, so get the fire weapon and use it as little as possible The best tactic is to avoid everything, only firing when necessary Moving slowly and hiding around corners.

Most of the nasties are stupid and require little skill to negotiate The only real problem is remembering where you are so it helps to pause the game occasionally and draw a line map, it's the best way I found to get through some of the later levels.

P Worthing, Northolt

STRIDER

To get past the box which fires lasers kneeel down close to it, if you are close enough the lasers will miss you Stay down and keep firing then you will hear the tune when you die but there s no big white splodge on the screen, and you can load level two.

Own Thomas.

BATTLE SQUADRON

In response to John Simpson s enquiry about X-Out and Battle Squadron, I have sent in a cheat for Battle Squadron Also I know of a cheat for Sue Woodman but instead of making the game easier by having extra lives etc. it actually puts MORE men on

In Battle Squadron you type in CASTOR at any time and the screen will flash green This makes both player invincible Pressing F6, F7, F8- F9, F10 will let you choose whatever weapon you fancy whilst F1, F2, F3, F4, F5 will alter the power of the weapon

In Operation Thunderbolt you type in SPECCY MODE on the high score table for more men, vehicles, jets ect than even the arcade without any speed loss

Hao-Yin Tsang

How to use the Helpline

It's easy Just send in your letter, marking your envelope with the appropriate code number if you are sending a response Post your letters to Play to Win Helpline, CU Priory Court, 30-32 Farringdon Lane, London EC1R 3AU Oh, and if you're making an enquiry, just write a couple of lines explaining the particular problem, ie why you need a poke, why you would like a particular listing.

Write to:
Helpline
CU
Priory Court
30-32 Farringdon Lane
London
EC1R 3AU

If you are replying to any of these enquiries don't forget to mark your letter with the reference code for the person you are responding to If you send in more than one enquiry please put each on a **separate sheet of paper.** Likewise if you send in a response but have an enquiry too That way we can file everything in neat alphabetical files.

Sullivan Bluth's

DRAGON'S LAIR II: ESCAPE FROM SINGE'S CASTLE

The Adventure continues...

The Evil Shapeshifter has stolen Princess Daphne and to save her you will have to outwit the Evil One in totally new encounters never before seen in the original Dragon's Lair. New scenarios and characters combine to make *Escape from Singe's Castle* the best sequel to the largest selling animated fantasy adventure of all time Dragon's Lair.

Muster all your skill and cunning to free Daphne from deep within the labyrinthian dungeons of Singe's Castle.

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Amiga Screens Shown

ESCAPE FROM SINGE'S CASTLE

- Installs on any hard drive for quick loading.
- Compatible with all 68000, 68010, and 68020 processors.
- Multitasks peacefully with any 1Mb Amiga.
- New Burstloader technology loads 10 times faster!
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- Room flipping option increases difficulty.
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- Saves and restores up to 5 previously played games.
- Links with the original Dragon's Lair for the ultimate playing experience.
- Now requires only 512K RAM!
- Never the same game twice.

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Currently for the Commodore Amiga
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POKES

BLACK TIGER

Firet type la the program and whaa fiaished seve it to Disk for futare use. Ren the Program, taha tha current Disk out of drive 0 and Reset tha Amiga. Whea tha WerhBaach hend appeare insert the Black Tiger disk in drive to boot.

```
10 REM — Cracked by
Andy Grife, Black Tiger
V0.1 —
15 REM — Supports itick
Start 1.2 end 1.3 —
20 checksum = 0 : total =
919621& : crack =
520274&
30 START = 520192& :
FINISH = 52041S& :
GOSUB 50
40 GOTO 90
50 FOR a = START TO
FINISH STEP 2
6060 READ a$ : e = VAL
("&h"+a$)
70 checksum = checksum
+ a
60 POKEW n,a : NEXT n :
RETURN
50 PRINT "Your Check-
Sum = ";ckecksum
100 IF checksam <> total
THEN PRINT "Data
Error.":END
110 PRINT "Take all Disks
out af Drive 0 NOW!!"
120 PRINT "Thea RESET
the machiaa by pressing"
130 PRINT "CTRL + AMI-
GA + AMIGA HEYS"
140 PRINT "When Werk-
haach hand appears IN-
SERT"
150 PRINT "Black Tiger ia
Drva 0"
160 CALL crack
170 DATA 48e7, 00c0,
41f9, 0001, 8354, 0c50,
5300, 6600
180 DATA 0020, 41fa,
0028, 43f9, 0001, 8350,
22d8, 32d8
150 DATA 33fc, 6004,
0000, d45c, 41fa, 000c,
21d0, 006c
200 DATA 4cdf, 0300,
4ef9, 0000, 0000, 4752,
4946, 4f00
210 DATA 48e7, 00c0,
41fa, ffba, 21c8, 006c,
4cdf, 0300
220 DATA 4eTS, 41fa,
ffe2, 20b8, 006c, 303c,
0052, 41ta
230 DATA ffa0, 43t8,
00c0, 12d8, 51c8, fffc,
6000, 0024
240 DATA 414e, 44S9,
0000, 0000, 4efc, 414e,
44S9, 4TS2
250 DATA 4946, 0121,
00f6, 414e, 44S9, 4752,
4946, 0000
260 DATA 0100, 41fe,
ffdc, 43fa, ffe0, 2089,
41fa, ffdc
270 DATA 2089, 41fa,
ffde, 43fa, ffee, 2089,
41fa, ffd8
280 DATA 43fe, ffd8,
2089, 2cT8, 0004, 42ae,
002e, 4Tfa
290 DATA ffb0, 2d4b,
022B, 4eae, fd9c, 2d40,
022a, 5479
300 DATA 00df, t180,
60f8, 0000, 0000, 0000,
0000, 0000
Andy Grife
```

RAINBOW ISLAND

Type in the program and when finished suve it to Disk for future use. Run tha Program, taha the current Disk out af drive 0 and lasert the Rasabow Island Disk in drive 0. Now cancel both of the reqaesf boxes. Press reture end the game will boot.

```
10 REM — Cracked by
Andy Grife, Rsiabow Island
V0.1 —
15 REM — Sapports itick
Start 1.2 and 1.3 —
20 chechsum = 0 : total =
1358231&
30 START = 520192& :
FINISH = 520463& :
GOSUB 50
40 crach = START : GOTO
90
50 FOR a = START TO
FINISH STEP 2
60 READ s$ : e = VAL
("&h"+a$)
70 checksum = checksum
+ a
80 POKEW a,a : NEXT a :
RETURN
90 PRINT "Your Chech-
Sam = ";checksum
100 IF chechsum <> total
TNEN PRINT "Dete
Error.":END
110 PRINT "INSERT Ram-
how Islaad ia drive 0
NOW!!"
120 PRINT "Then cancel
both of tha requent boxes"
130 PRINT "Infiaite Cre-
dits will ha af your dispos-
al"
140 PRINT "(Next issue I
will supply e quich ap-
grada"
150 PRINT "which will
gva infiaita men)"
150 INPUT "Press return
ter a SYSTEM-TAKE-
DVER", grife
160 CALL crack
1T0 DATA 41fa, 0108,
303c, 00T0, 4218, S1c8,
fffc, 2cT8
180 DATA 0004, 93c9,
4eae, feda, 43fa, 0140,
2340, 0010
190 DATA 4eaa, fa9e,
43fa, 00e4, 7000, 7200,
41fa, 00ca
200 DATA 4eae, fe44,
43ta, 00d4, 49fe, 0120,
234c, 000e
210 DATA 337c, 0002,
001c, 237c, 0003, 0000,
0028, 23Tc
220 DATA 0000, 0400,
0024, 42a9, 002c, 2c78,
0004, 4eae
230 DATA fa38, 48e7,
00c0, 2e3c, 0001, 9000,
23fc, 2007
240 DATA 4e71, 0003,
003a, 41fe, 003c, 20b8,
006c, 41fa
250 DATA 0010, 21c8,
006c, 4cdf, 0300, 4ef9,
0003, 000c
260 DATA 48eT, 00c0,
41f9, 0001, 9a5u, 0c50,
4eed, 6600
2T0 DATA 000e, 30bc,
4e41, 43fa, 0010, 21c9,
0084, 4cdf
280 DATA 0300, 4ef9,
0000, 0000, 48eT, 00c0,
43f8, 10ca
290 DATA 41fa, 0010,
32fc, 4ef9, 2288, 4cdf,
0300, 4eed
300 DATA 006a, 7cff,
4eb8, 10d0, 203c, 7004,
4e71, 23c0
310 DATA 0001, 7558,
4e71, 4eT1, 4eT1, 4eT1,
4eT1, 4e71
320 DATA 4e71, 4eT1,
4e71, 4eT5, 7472, 8163,
6b64, 6973
330 DATA 8b2e, 6465,
7669, 8385, 0000,
0000, 0000, 0000
Andy Grife
```

NINJA WARRIORS

I have e cheaf far the Virgin/Mastarfronic release of Ninja Warriors. I used hafh cheats which ware priated ia March CU but the listiag doesn't work on 1.3 Amigas.

As I wen typiag in the somewhat comical cheats on Ninja Warriere, I discovered that typiag ia CNEDDAR when the caps lock is un given both players unlimited credits.

Andrew Bolam

CHASE HQ

I have found e very useful poka for 'Chase NQ'.

Load and play the game as usual, end when the writing comes ap to do with maak, praaa the 'space bar' many times and your speed goes upto about '2000' KM/h.

I hope you hava many fun houre on Chase HQ using this poke.

Mark Sullivan

X-OUT

Buy the cheapest ship (beetle like one) end place it on the grid. Then select the smallaat firepower place it over the shopkenper'a face and press tha fire haftaa. Yea now hava 500,000 credits to play with.

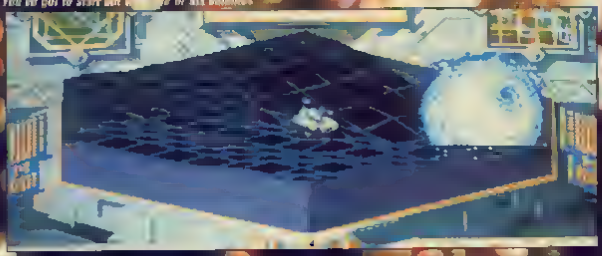
S Nicholas

Write to:
Pokes
CU
Priory Court
30-32 Farringdon Lane
London EC1R 3AU

Mirrorsoft's own Ross Goodley bounces an apple off his head and supplies us with some sound advice.

You've got to start out with five or six outposts

Use can be [illegible] using your radar can help.



DRONES

Drones are cheap and expendable and also quite good at their jobs, but it is absolutely essential that you don't hang around to see what they're doing. If you get underfoot while a drone is active there is a pretty good chance of the poor beast getting trigger happy and shooting you. This is at the very least embarrassing and not uncommonly fatal. Leave them to it, if they survive the encounter they'll get back to you.

I would suggest that upon entry to a system you release at least two drones, with one running FlyFree and the other running Interdict. FlyFree will attempt to polish off any Outies currently present and then return to protect your scout, while Interdict will orbit while waiting for the appearance of any Outie fleets, which happens more frequently than you might think towards the End Game.

MISSILES

The proper use of missiles basically comes down to a couple of don'ts.

Don't attempt to use missiles on Outie craft below the size of a bomber, cos the little buggers will dodge.

Don't use missiles on any Outie craft within about 4 squares of your position. If you are using the Shafter warhead, the gravitational field that it generates will almost certainly catch your scoutcraft too, and then it's goodnight sweetheart.

The most crucial skill in the arcade section is the proper use of the radar: remember that you may shoot Outies before they appear on the Grid, and the further away they are when you get them the less likely they are to get you.

TACTICS

In this case tactics is a question of making sure that your ships are equipped adequately to suit all stages of the game. As the game progresses the Outies will begin to seed more and more systems with VarSing generators. So by the stage you had better have obtained a Black Globe generator, otherwise your chances of galactic domination are, to put it mildly, slim.

It is also a good idea to buy yourself as soon as possible a Meson Cannon to replace the Nova Gun in slot 1 (move the Nova Gun to slot four). Then when you've launched missiles it will

GRAVITY

PLAY TO WIN

Success depends upon the correct use of resources particularly drones and missiles.

shuttle up to be accessible by the second fire button).

As a personal preference I would also suggest replacing the Orion Drive in the second ship with a Bussard RamJet as soon as possible, since the latter is clumsy and slow.

STRATEGY

Since the original star cluster is generated randomly it is of course impossible to give any guaranteed strategy, I can't guarantee that you win and I wrote the game. However, follow the following hints

COLONISATION

At the beginning of the game you will need to establish five or six colonies otherwise you will not have enough revenue to begin the hunt for Outies in earnest. This may often be achieved merely by following the orders given by StarCom. Establishing colonies using the FlagShip allows you to keep your limited budget for other things. Remember FlagShip missions are free!

HUNT FOR THE OUTIES

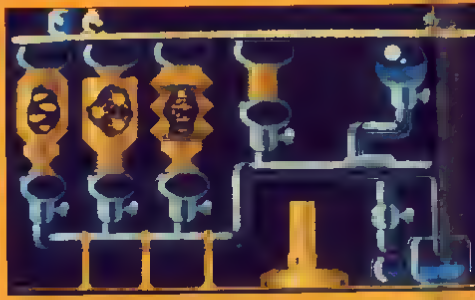
In stage two you should use most of your budget on Explore orders. The sooner you find the Outie's home base the longer you will have to get *them* before they get you. When considering where to explore I would suggest that you start at the sector furthest away from StarCom, and move in a logical order toward your base.

As you discover Outie colonies you may find it worthwhile to take them over if you can keep the Outie budget low you will slow them down. Always, if you find a Outie Fleet, take it out — if your arcade skills are up to it I would suggest doing it yourself, to free your other Scouts for exploration and conquest.

REMOVING OUTIE HOME BASE

Finally, if you have enough Scouts left send in five or six to soften up the Outie defence forces. Immediately after issuing these orders set up in your Tool Tubes 3 RED's set to GAS IGN. When two or three of your marauding fleets have arrived in system go there yourself. Head towards the second singularity in the system shooting anything you have to but avoiding as much trouble as possible. If in doubt run away. When you reach the second singularity hover just outside the event horizon and wait until an Outie comes to get you. Shoot him and immediately drop an RED. Run away (on no account fall into the singularity). Should this fail the first time you still have two RED's pre-programmed so try again. If you don't screw up you should then win

Searching for success



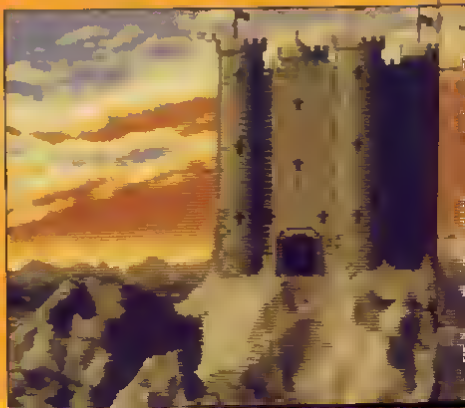
SPELLS are definitely the most complicated feature. We found the best way to mix the ideal spell was to work it out on paper first. Write down the appropriate regents, how they are applied and whether they are heated or not. Try to sort out a number of useful spells, for example something that will increase the strength and health of your dragons.

DRAGONS BREATH

Swords, sorcery, slaughter and spells. It's a cut throat world out there To survive you could may well be needing a helping hand, or even better CU's very own rough guide to breeding and rearing dragons.

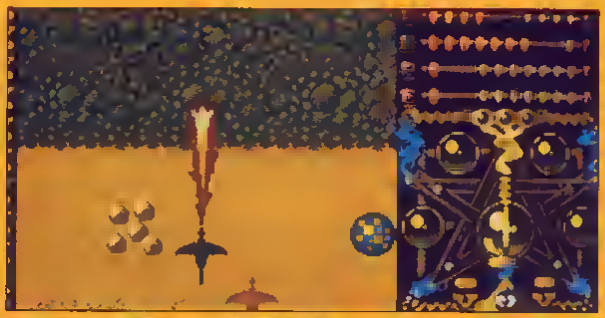
DRAGONS. Don't worry too much about the lizard's intelligence — if you're going to be playing the arcade game the dragon's IQ is equivalent to your skill with the joystick. On the other hand, if your rolds are computer-controlled make sure you have a high intelligence rating.

Having a potion to hand that will top up a dragons strength is a better option than spending half a year waiting for them to heal naturally. Unfortunately, strength potions have their side-effects and can severely limit a dragon's intelligence, although this can be counteracted with yet another heady brew.



PLAY TO WIN

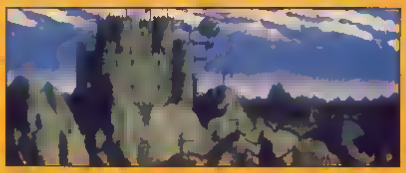
It's also useful to concoct potions to counteract any side effects, as it is almost impossible to brew something that will have a perfect effect over all categories.

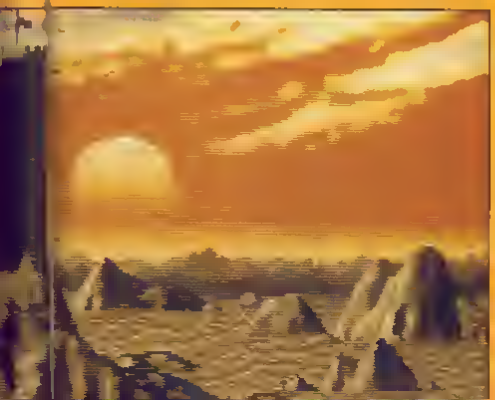


ARCADE GAME. Although you don't actually have to play this, it breaks the game up a bit more. It's risky attacking any defence points or flying objects. Aim mainly for houses and barns, not only do they burn better but it causes more damage to the local population.

Don't double back in a heavily defended area. Your dragon can't take too much damage, so be careful. Don't stop, and don't overuse your flame.

GENERAL. Search every location. Remember the object is to find the pieces of the talisman, set to destroy the local countryside. Think out every move and how it will effect your cash flow. Lastly, don't be soft on anyone. Just because a town has a similar name to a place up the road from you is no reason not to burn it to the ground or threaten it.





PROFIT is essential. There's no way on earth you can keep going with empty coffers. Early in the game it's worth conquering small villages and setting a low tax rate. When you have enough dragons, conquer a large village and leave a guard there. This lets you set a high tax rate without causing the peasants to revolt.

If you haven't got much money, check through your news files and find villages which are at war with each other. Send a dragon not to attack the smallest village and, if the raid is a success, you not only claim the village for yourself but you'll get a reward, too.

Balance your budgets so you don't spend too much on spell ingredients and heating bills. Concentrate on conquering and searching villages — and don't let your enemies take anything from you.

CONQUER

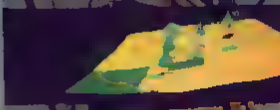
A typical fast strike

Holed up in a village.

In general it's best to strike as hard and as fast as possible. Using a computer gunner, it's best to stand at many tanks firing as rapidly as possible. If you really want to go for the kill try to get round the back of tanks [illegible]

In the long run you'll be [illegible] by the sheer weight of your opponent. If the situation is black [illegible] of a small tank and try to take out your enemies with fast strikes. Inevitably, you'll succumb to greater numbers but at least you can take a few with you.

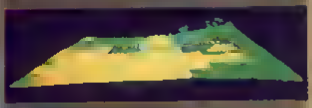
Instead of constantly referring to the map try to leave markers. In this case blasting environmentally around a blowing away trees acts as a pretty good reminder that you've been here before.



It helps to be familiar with the terrain. If your tank becomes damaged it's best to head for cover. A dense clump of trees offers protection from tanks and bullets. Keeping your head down will allow your tank to be repaired.

Fancy a spot of sight seeing in a 35-ton Sherman? 'Bombacks' Mark Patterson will Continental lifts motor and drive in with these hints and tips

ROR



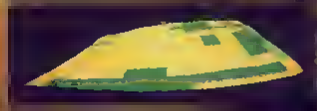
Getting your tank trapped by the enemy is always a problem. The best way to get out of this situation is to reverse out turning the joystick away from the opposing tank, and don't let up with your gun fire.

As soon as you've broken free turn tale and run. Keep your gun pointed towards the enemy and flee towards higher ground.

Run to the hills! Keep a weaving path until you reach cover. It's difficult trying to avoid trees but a good piece of driving will see you through. Usually the other tank will become trapped as it's just [illegible] of skirting round and [illegible]

In the strategy game refer to the map as much as possible. As this is as much a thinking game as an action game you need to keep your finger to the pulse. Check up on the positions of your tanks constantly. Pull them out of tight situations and always aim straight for your objectives.

Small, fast tanks are ideal for crossing open terrain. They can avoid most confrontations by outrunning the enemy.
Try to 'ride' along the incline of hills. This way if you're attack you can gain valuable speed driving down hill, or take up a defensive position.



Use pairs of heavy tanks when you [illegible] you're going to come across stiff [illegible] This way you stand a better chance of crippling the enemy while your little tanks carry the battle to the targets.

ARCA

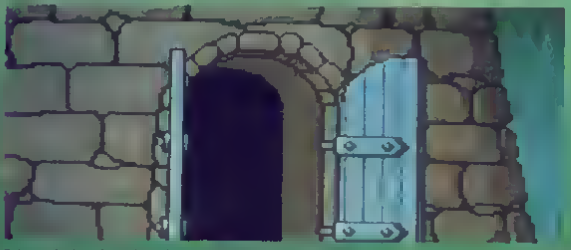
These sharks look like you could play with them in the bath. Don't be fooled

'T' gathers spring flowers to take to her in the next level

T & J — best cute game since Rainbow Islands

ADES

The Maboot's tower can be seen beyond the platform in the distance



Entrance to the prison where the evil Maboot is holding your "Mom"

T & J

Jaleco

T and J are two of the cutest characters to come out of the Japanese games scene since Bub and Bob won the hearts of gamers in the completely brilliant *Bubble Bubble* and its equally excellent sequel — *Rainbow Islands*

There seems to be an unwritten rule of coin-op development which states that the cuter the game the better the game play. This was true not only of early classics *Pacman* and *Q bert* and the two Taito classics referred to above but more recently in *New Zealand Story* *Toki* and now also in *T & J*.

Jaleco's *T & J* has already scored an enormous success in Japan where it has been converted to run on popular console systems. The graphics are unmistakably Japanese in character. Lots of their games star characters looking just like *T & J* — European features with huge, apple-like eyes. Why don't Japanese designers put oriental looking people in their games? Weird.

T & J's Mom has been kidnapped by the evil Maboot who has carried her off and incarcerated her in a tower in the centre of his castle. Our dynamic duo have to rescue her battling their way through several levels until they reach the tower and confront the Maboot.

Each level is a separate platform challenge which has to be completed before the game will scroll on to the next part of the land of Maboot. All sorts of cutsy pie nasties are out to stop you. Cuddly crocodiles that look more like inflatable toys than they do assembled, and big blue sharks all serve to give you the false impression that there is no danger here. Don't make the mistake of believing it as those crocs and sharks will kill you as soon as look at you.

But T & J are not defenceless. They have a magic rod which they can use to stop their enemies dead in their tracks, pick them up with it, and bash them on to the floor of the platform until the life is well and truly knocked out of them. Each platform is scattered with pretty flowers which T & J have to gather up before they are allowed on to the next level.

The game play is very similar to *Rainbow Islands* — the method and pace of travel being particularly reminiscent of Bub and Bob's second adventure.

T & J is sure to chalk up another arcade hit for Jaleco. It follows a strong tradition of pretty and highly playable Japanese coin-ops. A dead winner for conversion to the Amiga. There is no reason why it shouldn't be another near-identical conversion to add to the Amiga's library.

GRAPHICS	85%
SOUND	75%
PLAYABILITY	85%
CONVERTABILITY	90%
OVERALL	89%

LOCK & LOAD

MAGNUM 4

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DOUBLE DRAGON – Join in deadly combat with the savage street gang of the infamous Shadow Boss. Use whatever weapons come to hand as you pursue the gang through the slums, factories, and wooden outskirts of the city to reach the Black Warrior hideout, for the final confrontation with the Shadow Boss himself!

1988 Mastertronic International Inc

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A quiet revolution has been taking place in pinball. Whilst giant screen video games, hydraulics, and multi-screen games have been winning all the technical accolades in the arcades pinball has steadily been making progress — benefiting in particular from developments in CD sound.

Data East's Robotable is the most up-to-date pinball of them all. Your favourite metal copper talks to you in his own authentic version of Robospeak as you play the game. As well as the digitised speech there is a full musical score in digital stereo which is synchronised to run in tune whh the action.

Apart from improving the frills the computerisation at pinball has added greatly to the playability of the game. Now much more of a strategic challenge — you have to study your table and aim for the correct features, in the correct order, if you are secure that elusive Replay. In the case of Robocop the mega points are earned by successfully leaping a ramp to capture the fugitives and earn a million points.

The play area is based on Delta City with a colour-coordinated play system to make it easy to follow. Three red criminals in a row, followed by four green and then on to the more difficult features.

The flippers are a world first in design terms. Their solid state circuitry links them to an information system that explains the rules and objectives of the game. The new solid state flippers are also stronger and more reliable — guaranteed against that most annoying of pinball table maladies — 'wimpo' flipper. You must have come across this. Its when the flipper connections have become weakened and the flipper barely moves — lacking the strength to flip the ball back up the table.

All the major play features are illuminated when activated and accompanied by loud music and sound effects. Robomania is set to reach new heights this summer as the hype builds up for the autumn launch of Robocop II. This all augurs well for the Robotable which should achieve a wide availability. Check it out — its great fun and if you haven't played pinball for ages you will be amazed at the improvements. "You have twenty seconds to comply."

Robocop features the world's first solid state flipper

GRAPHICS	80%
SOUND	90%
PLAYABILITY	85%
CONVERTABILITY	50%
OVERALL	85%

Data East

ROBOCOP

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NEURAL SY

The next generation should see the domi an applications. Some of the leading talents in th under threat. Rik Haines takes a look at a pos

The Neural micro of near future is a matt black deck indistinguishable from your CD player, hi-def TV or microwave There s no need for a keyboard because you communicate with each other using normal spoken language Nobody programmed your micro, it learned to live with you It can even predict your wants and needs As a friend and teacher your micro is interconnected with every aspect of both your personal life and environment Science fiction? Not any more

AI as a catchword has been shooting toward the mainstream over the past few decades No longer just the pipedreams of the sci-fi reader, the idea of the hyperintelligent neural computer is a practical possibility Its most popular incarnation has been set in the future — the HAL computer in '2001 But gorged by the funds of Pentagon expenditure the neural computer made it's debut over a decade ago — in the guise of 'smart' missiles and satellites, and guidance systems for lunar probes But, as we shall see it's only now that we approach the new century that some of its more outlandish uses will come into existence — and the race is on to find out who will use them first

But what *is* neural computing? Connectionism, Neural Networks, Parallel Distributed Processing — these are just a few of the buzz-phrases used to describe the electronic brain. Neural nets are composed of computers which work in tandem They re inspired by the cellular networks of the living brain, and they're based on brain-like learning as opposed to traditional computing based around programming Neural nets grow intelligent by gathering information through 'experience' just as humans do Also neural networks have long been connected with the technology of Cybernetics (the communication and control of people and machines) Neural computing derives its name from the fundamental cell of the living brain the neuron, the node of the brain which gives humans their adaptability

Igor Aleksander, Professor of Neural Systems Engineering and Head of the Department of Electrical Engineering at London's Imperial College of Science, Technology and Medicine, is at the leading edge of this development. "There isn't a research facility in the world that isn't working on neural nets," he told us, "it's the fastest area of research in computing at the moment."

"Neural nets [illegible] limitless applications, in industries as diverse as defence, finance and medicine Eventually they ll touch every aspect of your life. For instance, a [illegible] could ask for an [illegible] description [illegible] room. The [illegible] by [illegible] from [illegible]

SYNCOPATION

mir ance of the 'smart' computer with its myriad new ts in the field are here in the UK, but their work now seems t a possible future and burns while neurons fiddle.

viable signs could be enabled by neural techniques Other possible uses include automatic accident avoidance equipment air traffic control, voice-activated word-processors, automated factories, etc Neural networks could inspire all manner of intelligent machines with built-in intuitive communication abilities." They won t stop at being socially aware financially-aiding or defence-motivated application either, "In computer games you ll get direct interaction with players through language rather than joysticks "

The neural computer may well turn out to be the catalyst in other frontier developments, cyberspace for one and Star Wars technology will no doubt benefit as could the US proposal for s long range solar powered space probe There s even s number of geneticists who convinced that the silicon chip has outlived its usefulness are mooting s fully clonable neural computer which is actually organically based and who's main functions would lie in long-term, sustainable projects, such as the regulation and balance of life-systems.

And there's the fight for s decent society, too. Neural computing has roots going back to the 1930 s when Alan Turing, s British mathematician, invented s [illegible] example which [illegible] s vital role in cracking [illegible] Nazi intelligence [illegible] Aleksander, [illegible] who has worked in [illegible] neural computing field for 25 years made s breakthrough in the fight against crime by co-designing the first neural machine to be marketed — the WISARD (Wikis Stonham s and Aleksander s Recognition Device) which, with an ability to recognise patterns of about 250 000 pixels in 1/25th of a [illegible] was the first neural [illegible] to be used to recognise criminals finger [illegible] and faces. "The fact that [illegible] can train the machine is what makes it useful " he explained. "You can see the pay-off you get if you were to simulate WISARD on a conventional computer it would take in the order of 3000 times longer — by which [illegible] the image has [illegible] peared or the criminal [illegible] gone."

But many of the benefits of neural computing could fall by the wayside if nothing is done Certainly in this country funding as ever is always a problem as Aleksander pointed out "We ve essentially lost track of who has bought the WISARD Ws had to buy one ourselves to get on with our research! That s how it goes you see, we invent something, we sell the patent, we get s few royalties but we then have to buy s machine back from the manufacturer"

There are other factors too Glasnost and burgeoning green awareness may well slash military research which to date has been both the driving force and, cynical though it is, the paymaster of AI development. The moral implications of this may be

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healthy, but the marketplace needs its financiers and those it seems, are ruthlessly pursuing the less altruistic, more individual and consumer fetishist avenues of neural research

The Neural New-Wave began in the States in 1987 when some 2,000 scientists attended the first Neural Net conference held at the American Institute of Electrical Engineering in San Diego, California. However much of the subsequent development has been in Japan. Explained Igor The Carnegie Mellon University of Pittsburgh University of San Diego and Caltec are the leading outfitters in the States. They've achieved a lot of theoretical results. Of course a lot of companies in the States are selling neural software which you can do small things with like financial forecasting. But the Japanese are very aggressive and heading very much more for the home, they're building up new programs in this area. They are [illegible] on the [illegible] they'll probably be the first to come out with some real applications or a major neural computer."

Meanwhile Aleksander and his Department are developing new neural systems and theories. "We have a large research lab where people are looking at higher [illegible] of intelligence, for [illegible] the ability to [illegible] things to plan things. [illegible] to plan things. We're [illegible] looking at advanced neural nets and doing quite a lot of work on VLSI (Very Large Scale Integration), to make sure that the memory we develop is properly structured and packaged in a chip. We're busily modelling brains, particularly the brains of very simple creatures like the octopus and slug. Neural nets, combined with learning with the teacher, combined with expert systems is what s [illegible] to define the general [illegible] computer of the future. That's the way things will go."

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Do you already own a computer? If so, which one do you own?

tommy's TIPS

TV stills

● I own an Amiga and am interested in digitising, but at £250 for a digitising camera I m not sure What about the Canon RC-250 Still Video Camera (in Sept page 96)? Is there an art program that can digitise with this What would be the name of the program? Can you connect a normal video camera to the computer, how much is the camera and when will it be released in Australia?

Michael Gavin,
Australia

The Canon RC-250 is suitable for use with a digitiser. It stores the video picture on its own internal disk and these pictures can then be downloaded to a TV or monitor or, in the case of the Amiga, a digitiser device. It takes a single frame at a time, but unless you use an expensive real-time colour digitiser you will need to take the three separate pictures using a colour filter wheel. The digitising software in a program like Digi-View Gold then combines these three pictures into a single colour image You can use a paint program such as Digi-Paint or DeLuxe Paint II to modify, print or manipulate the stored picture. One of the problems with a still video camera is that it will set you back about £500 (in UK at least), whereas a recon-ditioned B&W video camera, such as is used with TV surveillance systems, can be picked up in the UK for under £100. I can t say what the price would be in Australia, but the same sort of thing ought to be available there as well As for the digitising program, that is around £130 in UK, and the paint program will be a further £70 or so. So, even with a cheap camera you are still going to have to fork out the equivalent of about £300 to start digitising.

Grabbit

● I have a few questions concerning the Amiga I know it is a wonderful machine but there are a few things I need to know before spending my hard-earned money About monitors, my local computer shop has three types, the 1084, 1084S and an ANCONA. Which of these monitors is the best? Next question about utilities for graphics I know that there is a program called GRABBIT which captures pictures of the screen and saves them to disk Can it capture pictures from commercial disks such as Operation Thunderbolt and, if so can I work with these pictures in De-Luxe Paint III? Is there a utility that lets you grab sprites from games and can these be altered in D-Paint III, since I hear that this has an animation facility? My father would like to know if there is a way he can use Wordperfect on the Amiga and transfer files so that they can be read by an IBM on a 5 25' floppy disk without using Sidecar? He only uses Wordperfect and thinks it is a waste of time keeping his IBM for that alone Finally, what is the best printer for printing coloured pictures and also readable text? .

Arno Jellema,
Holland

WOW, all the 64-thousand dollar questions in one letter, eh! The answers, from the top: The 1084 and 1084S are the same, except the 'S' version has two speakers and therefore gives stereo sound. As for the ANCONA, I've never heard of it! If it allows you to display all 4096 colours, has stereo sound and is cheaper than the 1084S then go for it, otherwise buy the 1084S. GRABBIT will work on virtually any screen from any software, since it works in the background and is called up by a 'hot-key' combination Obviously I cannot vouch for any given program, but I haven't heard of any that it doesn't work with. The picture that it stores can be called up and used by any of the standard paint programs and certainly D-Paint III There is no program that I am aware of that lets you specifically grab sprites, but if they appear in the 'grabbed' picture then you can turn them into brushes using the paint program and manipulate them as with any other 'brush' image. However, the animation facility lets you set down the brushes in sequence and then replays the complete cycle, or you can set way-points and let the program fill in the movement in between. Either way, the animation is a powerful reason for buying D-Paint III. There is a version of Wordperfect 4.2 available for the Amiga and you can obtain a 5.25" disk drive which will allow you to load and save IBM formal data files. Sidecar was purely for the A1000 and was for running IBM programs with the Amiga; you don't need it just to read data Finally the best value for money printer for both text and graphics is probably the STAR LC-10C.

Green fingers

● I work as a landscape gardener and I am looking for a garden design program or package either a commercial one or as a public domain disk I have an Amiga 500 with one Mbyte of RAM and a STAR colour printer and would like a program that utilises both of the latter upgrades If you could give me the names of any such programs with the details of the suppliers I would be very grateful

Jon Williams,
Romford.

I very much doubt that you are going to find a particularly specialist product like that in the Amiga software list, since the demand is likely to be fairly small However, there is no reason why you should not use either one of the many CAD (Computer Aided Design) programs or even one of the paint programs. Both will allow you to draw set objects' such as a flower-bed etc and then scale them, rotate them, and finally position them. Once your design is set up it can then be printed, in colour using the STAR LC-10C, for showing to the client. Suitable programs are X-CAD (Designer or Professional) or any of Digi-Paint, DeLuxe Paint or Photon Paint. For availability and prices, try Precision Software on 01-330 7166.

Relaying

● I would like to be able to link up my A5500 to 8 relays so that I can control external devices such as motos etc I would appreciate it if you could supply a diagram of the connections required and the list of pokes needed to activate the relays Also, is there any risk of damaging the internals of the Amiga whilst carrying out this procedure? Finally, is there any great advantage in investing in a modem? What can you actually do with one and how much could I expect to pay?

J Ahaga,
Australia

First of all, it is a mistake that you can treat the A500 just like a C64 when it comes to connecting relays etc, controlled by POKEs The A500 is a multi-tasking machine, which means that you cannot sieze control of output ports in quite the cavalier way you could get away with on the C64. Secondly, there is no equivalent of the C64 User

Lucky for Tommy they haven't invented the tin opener yet

Port, you will need a relay control board, similar to those available for the IBM PC computers. You may be able to get hold of an external relay board in Australia, which will connect to either the parallel or serial port, but expect to pay the equivalent of around £250. With regard to a modem, it allows you to communicate with other computers over the phone lines. You will need some communications software to drive it as well, particularly as the Amiga does not allow split baud rates (that means transmitting and receiving at different rates). Software prices range from around £30 to over £100, while a modem, depending on transmission speed options and facilities could be anything from £80 up to £600.

Six of the best

● I m the proud owner of an Amiga A500 & a former C64 owner Here s some questions that I would like you to try and help me with

1 Is it possible to enhance the highest resolution from 640 X 400 to 1000 X 1024? Will I need any hardware? This is where the IBM is getting better all the time!

2 It is possible to expand the Amiga s RAM beyond 8 megs to say, 16MB of RAM by using a 32-big CPU?

3 What about a 1 2MB 5.25" and 1.44MB 3 5" disk drive for the Amiga Is it possible to produce such addons? Where can I buy one?

4 Is it possible to have more than 4096 colours if you have a 1 meg machine?

5 Is it true that an Amiga 2500 costs, and is it any competition for the IBM

6 Is the PC transformer 100% IBM compatible? Do I need any hardware to run PC software on my A500?

Mike Erasmus,
South Africa

First answer, no you can t get 1000 X 1042 on the A500 In theory the Amiga s RAM addressing can be expanded to 16MBytes and there is a chip based on a 68020 which would allow this but forget it for the A500 Apart from the cost (lots!) it is primarily intended for super fast applications running of the A2000 series

Similarly there are both 1.2 Mb and 1 4 Mb drives available for the A2000 for use with the AT bridgeboard to give full IBM compatibility — forget them for the A500. You cannot have more than 4096 colours even with 1 Mbyte of RAM because that is the maximum possible using the currently allocated number of bits in the colour plane registers

As for the A2500, this was unfortunately an Alice in Wonderland' machine — always available tomorrow, but never today! It now seems tht the next Amiga will be an enhanced version of the A2500 spec, using a fast (25 Mhz) 68030 processor and with the so called 'Enhance Chip Set', to give even more stunning graphics. It may even use a full 32-bit RAM address to give a possible 4 Gigabytes of memory (how many can actually afford that much memory is beside the point). Definitely a machine to give the latest IBM a run for its money. How much? If you need to ask, you certainly can t afford it

There is no way of getting 100% compatibility for IBM software on the A500 — you need an IBM processor to really get close to 100% and that s why the A2000 was released with AT and XT bridge boards

Avid assistance

● As an avid Amiga user and regular reader of your magazine, I am pleased to be able to assist your reader (B L Patterson Sheffield) who wrote to you in the Jan issue concerning the 4241X modem My company, GPT, manufactures the 4241X and I will be happy to supply him with a handbook Please could you ask him to ring me on 0602 432760 and I will forward it to him He will, however, need to contact his local British Telecom office prior to connecting it to a domestic exchange line

Brian Burke,
Nottingham

Thank you very much Mr Burke for your kind offer We have received a number of enquiries recently about modems that readers have acquired without any documentation but with often only a type number to go on It is very difficult to offer much practical help. Modems for the Amiga normally need to be asynchronous with V21 & V23 as the minimum options. Auto dial/auto answer is an advantage. If you are offered a modem without documentation, try to check if it at least supports the above minimum as it could save disappointment later.

Text block

● I have a problem for over three months now I want to change some text in some bootblocks but if I change the text with a utility program (e g DiskX or Diskworkshop) the disk won t start up again If I write other sectors back to disk they work perfectly I have read in a book called Amiga Intern that a normal sector has its checksum at long word 5 I know that the checksum of a bootblock starts at byte 5, longword 1, after the DOS message 44,4F,53,00,?? Please could you explain how to calculate the checksum and other important things when writing back a bootblock to disk

Marcos Schoots,
Holland

One of the problems with playing around with bootblocks is that some of the software companies use an error code as a means of preventing copying Therefore if you remove the error by re-writing a completely correct block, including the checksum, then the disk still won t load because it will no longer produce the same error code Many viruses stop games disks loading, by overwriting the bootblock or making changes to it, with predictable consequences This is a spin-off of the virus in many cases, rather than the prime purpose of it If you still want to play about with bootblocks, then use a disk utility that calculates checksums for you. 'Project D' handles three different types of checksum sector sum, bitmap sum (used when the block is part of the Block Allocation Table) and boot sum. Not only will this save a lot of laborious calculation, but it will avoid easy to make errors as well.

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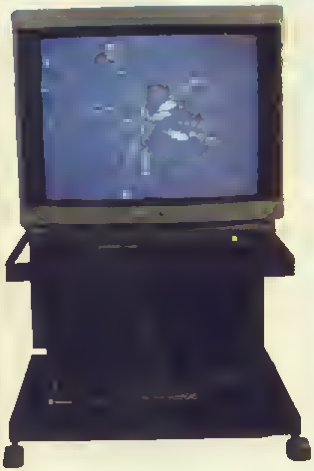

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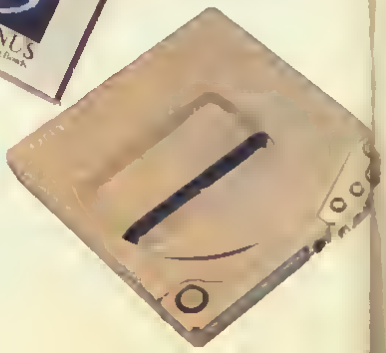

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